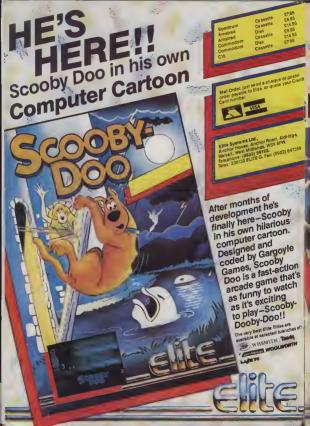


DRACULA REVIEWED/PLAY BY MAIL GAMES
GETAFIX OF ASTERIX/RAMPAGE HITS THE ARCADES/
TRIVIAL PURSUITS — THE NEXT GENERATION/FREE ADVENTURE POSTER

TRIVIAL PURSUITS — THE NEXT GENERATION/FREE ADVENTURE POSTER WIN A VAMPIRE'S HEAD!/CRYSTAL CASTLES REVIEWED/ WIN ATARI SMASH HITS





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GAME OF THE MONTH: This issue is Domark's brilliant Trivial Pursuit. C+ VG HITSI go to Druid, Trap Door, Deathvatars, Dan Dare, Atari Smashits, WAR, Conquistador and Nightmare Rally. Plus the best of the restl

73 ADVENTURE

Kelth Campbell, rises from the grave to terrify unsuspecting advanturers with a tale that will freeze your soul. Drac's back and thirsting for blood. Rad Pike is the man who is out for the Count. Plus a Vampire competition, news and yet more reviews.

8 NEWS/HOT GOSSIP

Are you ready for this?! Gountlet, World Games, Academy, Are you record for thinks against, who against, Accounty, Lohyrinth, Judge Dredd, Bozooka Bill, C+VG's Combot Zone Award, Customised Computers, Anthrods, Top Gun, Last Ning, Sam Cruse. All that AND Tony Takoushi enthuses about Crystal Casiles and Montezuma's Revengel



THE ALIENS/P18



DRACULA PREVIEW/P88



W.A.R./REVIEWS/P36



INSIDE STORY

• In really fine whole years some C-VG took in first following pages from the laters have work of a companying going in Yan, sowed C-VG took in fact following pages from the laters have been so that the control of th





SCOOBY DOO/P8



INSPIR GADGET/PS





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RAMPAGE/P22



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can shake a joystick at (well over 1000 software title in fact).

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128K ZX Spectrum +2 soon. Before they do. **E**|49

M ORY MONSTER VALUE

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behind many new prosects, is working on another new idea, thu time for Malbourne House Colled Throne of Fire this will be an anginal one or two player game. It'll have a screen display similar to Spy Vs Spy, in that there will be a split screen effect with late going on in alt the windows. The game will be completely

Mike Singleton, brains

mappable and will be a real my of arcade/strategy and adventure in true Singleton fashion. The game is being developed on the 64 with Spectrum and Ametrad versions on

In all the computer rooms in all the world, you had to come into mine. And it looks like I'm going to



ome on the Spectrum from Microsphere, the people who brought you the "Skool" games. Cantoct Sam Cruise draws white private investigator mavies. We've only seem a scrolling demo of the game so it's impossible But it looks excellent and will probably sell for £7 95 And for fors of the "Skool" oames, watch out at Chartmas

Crasher, the cald-blooded Cop-Tur and the Godzillo of Both games should be release

in December for the CBM 64/128 Spectrum and Amstrad

At last a dragen makes good. Thonotos, Dyrell's latest Spectrum release, has a dragan as the good guy





You must control the drapon -Thanatos - in a battle against the evil forces of the underwoodd He-WITY OCTORS SHOP, countryelds. break into three costles of doors rescue on enchantress while fighting aff hordes of manufacture.

Works out for the next generation of Trivial Pursuit Fallowing on from the considerable success of the original TP, Domork will be releasing the Young Players edit release several different editions of TP - as promised in our preview a couple of issues ago. Thanks to ODE's innovative multi load potem code for several different computers. Watch gut for the



Meet David Renwick the proud awner of C+VG's ■ The bere's Breakthru, the customised Spectrum, David next no-nonsense bit of proode ochan from U.S. Gold and

enland our customised computer comp and his design was picked Stelnor Lund Steiner translated David's design onto the C+VG Spectrum and presented him with the real thing at the recent Personal Computer World Show David, from Harnchurch in Essex, is messing pround with computer



Ariolosaft is indulging a spel of cartoan capers with two of its next releases — The Centurions and The Challenge of the Gobots based on the Hunna-Barbera

The Centurions are a suprema unit of three men, made all powerfull by "Exoframes" anto which they attach advanced assault weapons

Together they must fight the evil Doc Terror and his sidelick thag Macker, and save the world from than temble bands In The Challenge of the

Gabots, ranegode forces on the forced to fine They are led by the cain-op machine of the same name and is a sort of Commundo on ravalutionary fighter which has been captured by the enemy and is hidden 400 miles behind their lines. You are driving the world's mast sophisticated armed vehicle equiped with Rambo-style

Breakthru is coming soon for

Dato East It's based on the

 First come Commando, then
there was Rambo and Green Beret Now mest Bazooka BIII, the two-fisted hero of the game of the same name

64 owners should sharpen up their saystick skills now! BB will be out an the new Arcade label at





Mark "Twister" Cole, a favounts with many C+VG regulars, has armounced a new game which is "unlike anything yet seen an computer" Which cavid be like many of System 3's games, many of which have yet to be seen on computer, Still, it's colled **Dominator** and features the Silicon Slayers, whoever they might be. Other games "on the way" from Mr Cale's autilit are sold to be Bangkok Knights and The Last Ninia Macrobia Andromeda Software, has version of International



A Lord of the Rings arcode game? Whose a picked up law +VG soies relate large of such a creature being dreamt up by Talloen's number one for Mike Singleton in conjunction with Melbourne House

Inspector Gadget whe hero of a French cartoon series which many of you have probable

form by Melbourne House. The Inspector is a real bungler. often saved from dispeter by his godgets - hence the name - like telephones, helicopter rators, and such like. The game comes in three shawbusiness the show must go on circus gaing as well as thwartne the Profis mad plan. Gadget his the 64 in November



 Goess who is about to b from the Windy City? Bugsy. that's wha, He's a blue robbit trans to build himself a nice little career in organised crime in the 1920s And the people behind this bit of bunny business are those wonderful ladies from St Binde's

They claim Bugsy will be the

definitive convenal robbit stary. The gameplay of this graphic adventure is an entire criminal coreer in minlature, in which you must help Bugsy work his way up from pelly crime to the managenal Bugsy will be published by

Melbourne House will be uncertain fashion with the releof their long awarted Judge Dredd game. The cut came on the games scene and this

character has been long overdue Australian team has come up with a fost and funous bit of arcade action well suited to the style of the character from 2000 AD The game is set in Mega-City

One and it's Dredd's job to clean up the streets Anned with his deadly Lawgiver he patrols the city picking up massages from the Hall of Justice which tell him where the crime is telling place. The game is a sort of cross belween Green Beret and Mission AD with excellent graphics and promising gamsolay, Watch for the 64

Petu Cooke's eagerly owarted sequel - or in it prea - to the amazing Tau Cett is coming your way extremely quickly. Pate has almost campleted the game and gave C+VG's District Strank near of the mose

ersonol Computer World Show It's colled Academy — and as re told you ages aga — the idea behind the game is to become a really ace Siemmer pilat. Ta da this you have to pass through the

Gal-Carp Academy which troops them to tough missions anywhere

in the aglaxy. The campletely finished version should have an amazing 20 — yes 201 — different mesons

■ Thought you'd seen all the daft names people think up for new graphic techniques? Wrongl Hern comes Mechavision a new scrolling 3D style from programmer Mev Ding for his game called Prodlay Macabas mechlahs infected well



carete horrors herder Sola, o synthetic man, and Neig a huma baby, as they fight their way to freedam through the nightmare zones — Ice, fire, lech and vegu created by Wardlock the machine expendents, the Glaberels and Bla bentes

Sola has to laok after Nesa cleaning, feeding and protecting him as they make their way through intelligent mazes. teleporters, stronge geametric buildings and uncarny vegstation created by Wardlock, wha, as a machine being, a malevalent toward organic life Prodigy will be released in Seatember on the Electric Dreams label for the Spectrum 48K/128K Amstrad and Commodore 64/128 at regular prices





Most Jason Holland and Lee Hazeldine — Big Red's number one fans, Jason octually wall - as you can see from our the Bug Hunters - but it was 13year-old Lee, night, who first told us about lasen's orhshic andeavours. Both are proud awners of a special C+VG Big Red t-shirt - and we're thinking of asking Jason to do us a Interize mural of old Red on the outside of C+VG Central here in



■ Computer + Video Games reaches the parts other magazines can't - all over the

We've just been given a World Wide Press award by Combat Zone, the outdoor war and strategy team game, which colobrated its first birthday recently

After C+VG featured Combat received enquines not only from this country but also from abravel Combat Zone's Pate Tyler soys "It went so far afield. We had even Australia "

Other awards went to the best Combat Zone team of the year. organiser of the year and local



power here's a picture of Danes Jon Olsen and Mark Orsten, both 18, who decided to

dekahts of Combat Zne after reading about the exploits of the C+VG team at this battle recreation game.

Mortin Wolker, he of Back to the Future and Rupert fame, is Electric Dreams label next month Colled Chameleon thou on prignal theme Chameleon power to the forces of nature The came is set in sixteen regime



will be available for the £9.99) and disk (£14 99).

■ The iF-14 Tomcot set costs \$3A million, can dimb to 30,000 feet in seven torts of weaponry on board. standards. Any you could find these high-tech carcraft courtesy of

Ocean. They are bringing out a game based on the mavie called Top Gun which went down big in released over here. The film tells the story of top U.S. Navy priors



Here's the moment you've born working for - the second caupon capees of their new Commodore All you have to do is collect the

first was printed in our October Now send the coupans to CRL 200 to ornive will get a copy of the game, the address to send the

Hellow me old note me old becases, welcome to an everyday story of computer folk C+VG's increasingly rushi arisar Tim Metcalte ocheves o

lifetime's ambition by passing a few proents with Jack Walley and Eddie Grundy, two of the stars from The Archers, the world's longest running radio senol Jack and Eddie --- actors

Arnald Peters and Trevor Harrison - were of the show to promote Mosaic's new game The feet for the game has been team and the program written by

The Archers will be available



II Tarzan, - Martech's new procede combat adventure a rhus for release in November Based on the hero created by Edgar Rich Burroughs, Tarzan is set in the sprawling jungles of Africa, the game centres on his

quest for Jane, his mate, who has been kidnopped by hostile notives Tarzan will be smultaneously released on the Spectrum 48/128, 464/664/6128 BBC 'N'



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the attacking Nyan cruft.

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unesses at a to get the except working and uncover the condu-

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sagen ascade adverture based on the Jame the Effel Igwer a rescue from a Raming City

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- software stores or if you have syable to Virgin Games Ltd. is son you require. CO II Chuckke Egg. Tit No. TRUM.



BY TONY TAKOUSHI

They're here! Two of my oil time

Crystel Castler — (enginely on Alon can ga and

Mantezuma's Revenge — a Parker Bros game — have been snapped up by U.S. Gald and Detabyte Crystal Castles was writen

Crystal Castles was writen by a company called Thundervisian and it has base an the underground softwere around for the best part of two

years.

Mantezuma's Revenge
has also been around far the best
port of two years but it was a
casually when Porker pulled out of
the UK home starra market

Crystal Castles is inhally available for the Cammadare 64 and BBCV3Ectron micras, with Specty and Anstrad various to follow it will retail for 99 an tope and £14.95 an disk, US Gold have a November release date for it Mantezuma's Revenge

(£9.95 tape and £14.95 on disk) is a Databyte product Whaever you are ! luv ya! It's fost, it's tatally playabla, the

graphics aren't mega-stunning and the sound isn't bolliant. BUT it is funta play and boy it really zips along and keeps you an your loss. The occurs is creatible as the

The game is available an the Commodore 64 and Alan machines.

Mantezuma's Revenge gets you running around a vast underground camplex collecting treasure, You also have to collect keys along the way to open door and gain occess to the lower

chambers.
Your character is Panama Jae
and he rumbas around the screen
beauthfully. He can leap aver gaps
in platforms, climb up one down
ladders and cross bridges which
have the noisy habit of
disconvennel

There are many rooms to soch level and when you have collected the right number of keps you can pragress to the lower depths. Dangers along the way include rolling skells, these also bounce along the latinores and you have to slip UNDER them Roging fires (these can be overward), speedy spiders (they really morvel), wandship platforms and conveyor wandship platforms and conveyor.

you don't want to go.
In the lower levels you face a mised bog af all the dangers. When you get to the INVISIBLE levels you know things are about to

get REAL beasily!
There are in foct wa Atan's versions of this game it appears that the anginal Mantjezuma's Revenge, colled Preliminary Monty 16K, featured a character called Padro and his lacked.

I have got my mission a copy of Marble Madness for the Commoradre 64, but I am having a temble time trying to review it I had better explain...

The Amiga Marble Madness

note tidid not use the word

version) is immoculate. There is NO comportation to any other formal first the good news, this is the real McCay for all Commadare owners. Forget the rest they were all pertenders to the crown and cheap witholians at bea

theap installars at best.
The bad news is that it will not izing on spasms of ecstasy an the.

graphics front
The aim of the game is to guide
a morble through six different
platforms. Each platform has
different dangers to negatiate and

you do not downlie along the way.
You play the game on a set
difficulty level, thate are no apparel
(except two player, see later). The
sex levels to work through are
Practice. Bearings. Intermediate.

As you start each level you are given a time level to complete it. 55 for levels are and two, 50 for three and 45 for four. That's as far it half.

If you call de with a nosty an the course play stops and your Morble is destroyed then rebuilt, all of which wastes valuable time
Yau guida your Marble around
metallic attes full of wondrous,
muchienous, and down-not easily

inhabitants.
Altackers take the form of Black Marbles These guys rom you at speed and try to knack you off platforms. You get 1000 points for every one you lead astroy.

every ane you lead astray
Gameplay? Now here I really
had problems to start with. On
certain levels there is only ONE
way to pass a politively or an
affacker. You do not have any

aflacker. You do not have any leeway in these situations so it is a case of do-ar-dia **Ariala** told me that there is a SECRET level in **Marble**

SECRETION IN Marble Water Madness It is called the Water Madness It is called the Water Maze and it is deviately difficult to get through Access to it is restricted to doing froit daing? I a particular action at a set point. I but no one out there finds it it you do, let me know as I will parsonally congratulately you!

The other goody this month is Crystal Castles It is a forthful copy of the arcade closer best described as 3D Parman. Your character rooms aver many different 3D castles.

collecting getts — and bonus points from haney pols. Crystal Castles has excellent grophics a great life tune and is very, very FAST



Each screen has a tife, the first is, smply called "Get Tha Gents". Here, as with all the screens, you have to called gents scattered over the pathways of different castes. Getting in the way are vanaus naises. Then are tress—yes trees! You road me right—a swarm of

characters which defy a name. These dangars appear at vanistaes throughout the game. The first screen has some cute but vicious blue balls tracking you. If cartact it made you lose one of cartact it made you lose one of the properties.

your four lives.
The second screen features those 'arrible Trees. Here you are on an angled square 3D block with connected pathways. The trees chase you meantleful around until

all the gems are gone ar you die. Another rice touch I discovered were "secret warps" When you reach certain screens a secret message appears telling you

seven you are given the message "Jump at left back comer of first screen". If you do this you get 140,000 points and one transported to level three



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CHOING. TOWNSON OF MAY ANY COM-TWO-On-TWO-ONE for the seq ANY COM-TWO-ON-TWO-ONE for the seq ANY COM-THE computer beatestable Challenge that globs. The computer beatestable Challenge that globs have a time first and only computers and basebable (pain with the one-two learn action A challenge of the section of the computers and the challenge of the computers and challenge of the computers and challenge of the computer of the late you show you still. Claims after game the computer of the 17th Compu In the US one company is hailed as the undisputed champion of sports simula-tion 'GAMESTAR'. That's because GAMESTAR is the only software label devoted exclusively to realistic and challenging sports action. Now the ultimate is available in the UK, so if you like your sports software to be a real life full action simulation of the real thing, if you want tough competition and all the colour and spectacle of the big game: start training now, because GAMESTAR is

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AUENS finds her dozing is her eleep coppule a mera 57 years tater and baing

when jarnes des igne Merk year, the gene puts you right the bot seat or the Alling! once plants of Archeron, Big ouble — In the shape of those at little devil who Bar nothing the than a human houst to its them grow — is brewing to this smooth sind inhospitable. For the unfaitsed left size, a sick look back at the avents high light of your arriver on the land! home world.

But then is consect in least with the colony where space with the colony where space more than the colony where space more than the colony where space are set of the colony of the colo

tectical operations by (MiOB) in the mational materials in the mational materials. The general cardinal or the MiOB is serious which shows you the view from this small portable vid-carms strapped to the hairment of the air temphent of your craw as they move about the bases unified your craw as they move control. Often you have

control. Omny you have selected one of the six team members their read of the six team of the six tea







door film your character court. As well as moving owner members through doors you members through doors you members through doors you will not seen that the followed up with a MAS of will Mist the command hat to be followed up with a work of the court of the court

You can neal straw of the bease off by allocating ned this look members of the second of the second

If you do not keep back the Bio-Menhanold growths that are conting through from the ducts then the lighting in the been will fail

To take a break from the section you can pause the gam? The armoursed whiches base sevens will ablat down and you'll see a statute readout including stuff like the number of Allen Custemy out have eliminated, the number of Feo Maggers and Eggs you've death open and the number of This statement like the pleaks of the section of the pleaks.



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Spectrum

CH VG THE MONT

GAME OF THE MONTH

This is C - VG's highest honour it's granted to the game which in our honest opinion, in the most play able, original and exciting game released during the month. We look for all the key points. Itsteb below — but also that extra added ingredient which makes the game stand head and shoulders above the best of the



C+VGHIII

This symbol is C-VG's way of selling you a came is the

"Who writes your renews?" That's a question our readers often ask. Name the guilty ones, they demand. So that's what we're doing. Satisfied

C+VG'S REVIEW

LESLY WALBER: Lesly brings a pentle touch to the C+VG review team. She unjoys GOOD games, wholever they one. But nothing has really come close to her favourte game Soreery — yet anyway.

has been around with C+VG elimost since it signed and as long petting on a bit now flam to 60 more restful things like mat. wasving. But he has been known tas ged altu k into a good about 'en'th, Generally il's the more learnerly guines like flight-soms and such like. Leaving the more stremons staff to the rest of the team.

NICKY TREVETT: The mysterious Nicky reviews Beeh games from her country retreat in Hertfordshire. An enigmatic figure Nicky is another areade adventure fan—but does enjoy a bit of martial artistry from trea le bire.

Machine:

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your head under a store for the
staff two years ayou won't know.

chellenge. If you've been had your head under a store for the last few years you won't know that fively Purson these soid stroot 70 million copies in board game form worldwide and an entrained at least twice their number of people who enjoy answering to telly trivial questions.

prometic a variation, programment a variation, programmed by the Dixford based ODE team, follows: closely the spirit of the original But it uses the capebration of this machine to present instituting trivial questions in a way the inventions of the board game never disamiliary for the programment of the area pictures using compiler.

Questions, Ioo.
The game has a host. A little thep celled TP. And the game skies place in the study of his tuxinous Oxford home.

your knowledge to these — a screen to project graphic questions, a hi-fit or play the lunes and all the best reference books. He also gels to wear a different hat for each different questions of sense.

The game begins with the set up eccent which effects you to enter the names of the players —up to six — food new questions, furnithe sound effects on/off, set a time time for

entwest — and eventum old ron and off if he init lette you!
Then it's on to like board screen where TP lincows a dart in place of the dice to get you moving if you luin him off, lin numbers on the board flesh rapidly acting like a dice until you hill the firsh without his property.

Once you've thrown, you can select which of the six categories you want to answer a question from Once you've

JIM DOUGLAS: Jim "Crocketi" Dungias is first and faremost as adventure person — but he is also a fan of arcade adventures (he BBC, and extremely trendy clothes. Jim is a wordsmith who writes reviews so sharp you could ent yourself on them.



done that, TP wenders off to his study where he ask you the question. The times is represented by a candle on a shelf. If you've got the times is the time of the time.

You have 10 say your a naw our found for everyone teneral before pressing the fire botton TP than gives you the computer if you work and it will not you have a will not you not you have the thin computer if you work age to wrong. No cheating please Than 1's back to the hours!

The computer keeps track of how many questions you have answered, how many you've got right, and in which

The board game cen'l do for you give en indication of what eroas you're really smart at I You ratings appear in bar exph form and you can cell the resp at the beginning of any luminor of any luminor of the board.

and a destions you've some a pexpect from Trivie! Lower a computer that are included. They are the period of the computer that are the computer that are the computer that are the computer to the computer that are the com

cky on the Spectium version you have to strain your ears heer — but they are fun, pecially when the tune is lived backwerds!

SPENIAL REPORTS



PAUL BOUGHTON: C+WG's smooth, source and suphisticisted deputy ed in well known fac his jershuk skills. Paul to a sporty type and enjoys all those quart simulations which require you in totally destroy the stick. Which he does. Prequently.

CHRIS CAIN: Our junior poptlick pockey Chris "Oddona". Cain like nothing he leter than an streade adventure or a good shot 'em-up between munching packets of Gody errope. The Commodorne its bis: Iswonnie muschine—but he has been known to ad ually touch an Amstrad.

longer do computer games

have to be soldery postimes

Captures the TP spirit.

And it means the game really

Another good feature is that

ou can enter a new player who

ODE have developed an amazing new multi-load system which means one tape can be used to load question modules into eny computer. This meens Young Players Edition, and o

system means that the game Trivial Pursuit on computer is as much fun to play as the original - and the graphics and

dimension. TP will make a far from trivial addition to your gemes collection



comes along after you've Machine: C64/128 Supplier: Virgin Prica: £9.95

Now as I said last issue, Dan Dare on the 64 is a totally different game from the Spectrum/Ametrad versions lut fear not, it's just as good, in

fact it may be better In case you didn't read last month's review (why not?) here is the besic storyline. Danus about to receive awards for his various brave ects during the last few years when the Mekon

(Yes, that little green one) shows up on everybody's reliv demending control of the earth and a packet of choccy biscuits. Anyway, being a perdopper hero. Dan can't let the Earth fall under control of the Mekon and he sets out with

his friends, who are Digby, Prof Penbody, and Digby's alien pet Stripy, to save the world. First off, Dan thinks it would be a good idea if the triends

split into groups to cover more ground. Off he trots with Stripy. and Digby goes with the Prof Just when Dan gets round the

corner, he sees the others get captured by the Treens, who are the Mekon's helpers, and now he must rescue them, as well as saving the world. What a day this is going to ba!

The gema is best thought of ea beying four sections. These are One: Above Ground, where Den must find a way into the underground city. Two. The Prison Complex, which is where Den's chums are being hald Three: The Laser. Dan must use ths laser to destroy the computers controlling the asteroid Finally four. The

Mekon. Dsn must destroy tha Mekon's doma Above ground Den must salve various puzzles in order to nd on entrence to the City

There is more then one entrence and Dan need only find one to get in But he must find the others to complete the game with 100 per cent

he puzzles include an ectrified hetch which Dan must open, end he elso has to work out a way to breath a underwater

Before I go on, I'd like to tell ou about the control method. Normal left/right/up/down ontrois are just plate and simple, but selecting actions is

DAN DARE



e real spy. When a cention epowars on the screen if will be in one of four colours. If it is red. t will say something like: "A Treen is nearby," and you must try to ayoud him or for the more

rough type, you can challenge him to a bout of fisticuffs. If the caption is either evan or green if will display a massage net is relevant to the situation at that time To make it a little clearer, if you are standing on a hatch it will say, "Dan has

Naw if you discide to do something with this hatch, you can select various ontions with the stick and then choose the ne vou went

The only caption left is white, which tells you the outcome of your ections. Now, back to the

The next part is the prison. Here Den runs up and down ladders, in and out of doors and has the odd punch up with a Treen or two. Den must get pass cerds and

use them to open the prison doors to get his triends out The leser is all set to fire end if Dan hits the button it will do so, but if Dan looks further he will see reflectors in other party of the complex end using them he cen guide the laser's path and

use it to destroy the control computers. Here Den will fund the Mekon I The Mekon sits in his large

dome, all ready to kill Den by firing energy bolts at him, so using his grenades Dan must destroy the enemy and get back to his ship with his friends. Will he do it? Only you can

decide One thing that makes the game a little difficult is Dan will not leave without he budden You must rescue them to get out elive.

The screen graphics of all locations are excellent. They look like cartoon backdrops and the characters are very good too. Stripy leeps about doing his own version of the Impassible Mession so and he makes a weird sort of

sound which, although good, can get on your nerves at times though apart from exmell jingle et the beginning which is repeated when you pause the

Of course no arcade edventure could be complete without a timer, so your mission ends at 1300 hours, and you start at 12004 Dan Dare is a super-c geme which deserves ell the credit it gets! Well done Virgin

Chris

Graphics Sound Value Playability

 Machine: Spectrum supplier: Elite ● Price: £7.95

Who ways the 64 has all the best shoot-'am-ups? Hot on the heels of Paperboy comes Eista's version of the Capcom arcade geme, 1942 1942 is a sort of elrbourne

Commendo. You're flying a twin-teiled fighter over enemy territory shooting down enything that strays across your

The enemy sends several sorts of aircreft after you - all tandencies - so watch out and don't let them get too close

There're blue sircraft which valy easy to dispose of Bleck fighters are slightly They can fire and fly rings around you! Collisions are, of course, fatal to you, and you only have tour lives to

complete en smaxing 32 levels! Red fighters are the ones to wetch out for A red squade cerries one of the useful POW consules which, when collected gives your tighter extra capshilities. They can boost your firepower or ect like SMART bombs, destroying all the enemy aircraft near you

When you pick them up.
You are flying from an aircraft
carrier and you land back on level where you get a chance for a breather and earn a big

This is an extremely satisfying and very pleyable bit of arcade action

Graphics Sound Value Playability



R

G+VG NOV Software REVIEWS 3 FOR GOL

Machine: C64 Supplier: Americana

Price: £4.99 (disc) Go for Gold must be the billionth sports simulation to

hop, skip and jump into the C+VG offices this month. This game has six events Springboard Diving, 100 Metre Sprint, 110 Hurdles, Archery. Long jump and Weight Lifting It's out onto the divino board

then, for an energetic bout of air-to-sea flight You can choo which sort of dive is most suited to your own particular chilities According to the instructions. the judges in this award are pretty useless, and you can achieve a good score by other methods than merely a good

Next up is the 100 Metre Sprint This event is pretty straightforward, as all you have to do is bash the loystick left and right faster than your congnint in order to win

Machine: Spectrum

A sick "appirt" becomes a sick "game" thanks to the Spanish Dinemic programming people

They've taken their netional

pastime of butchering bulls in

public and turned it into the nestiest bit of "softwere" I've

Just like the real thing the

dea of the game is to get your

in the most "artistic" manner

chopped off — and US Gold

Oright to be ashamed of

should never have been

Graphics

Playability

Sound

Velue

little metador to butcher the bull

The people who created this

dame ought to have THEIR ears

themselves actuelly releasing it.

of your local computer store get them to take it off end out it

where it belongs in the hin It's

a crude and barbanc game that

Tim

ō

0

less than 0

If you see this on the shelves

Supplier: US

Prica: £2.99

seen for some time

Gold/Americana

disc, and is great fun) it's 100 sprint all over again, except it's ten metres longer, and there are large wooden things in the middle of the track which you must jump over. Movement is eft end night with the joystick. end up and right at the same time to jump a hurdle. It is

possible to run straight through the obstacles - providing you have the strength to keep up morn antum.

Archery comes next, and jolly interesting it is tool You are given a view down your own the bow. You must draw back Playability the arrow, and endeavour to

0000DAHS

Machina: Spectrum

Thingy and the Doodahs is one

of the best of the bunch of new

Americans budget releases for

The pame is a pretty basic dash

the Spectrum from US Gold.

about-the-maze collecting

objects-and avoiding-nesties

- but the geme is at least

geme. You've seen it all before

THE Wally's you understand — lust a bit of a berk who has

broken his Spectrum. He sets

out to collect the F60 he poeds

to buy a new one, chesed by ell

Thingy will keep your interest

sorts of refugees from Jet Set

Thingy is a welly — not one of

Supplier: US

Gold/Americana

Price: £2.99

playable.

gives you no end of trouble. You are lined up against a hendful of tergets at varying your arrow at exactly the right

The penultimate event is the Long Jump, in which your little hell for-leather down a cinder

track, before hurling himself into the eir. More left right, left into the eir. More left right, ien right movement in this event. Finally comes the weightlifting. You have to take a few pauses here, while the 25kg (at the beginning) weight sways around in your hands Go for Gold is quite a nice version of the tried and tested

aports" aimulations. Grephics Sound ♣ Value

EL TORO THINGY AND THE

Machine: Spectrum Supplier: Atlantis ● Price: £1.99

Olympiad '86 is a brave attempt at a budget Decathlon-style

It nicely presented with a good scorechart and instructions for each of the five for the events leave a lot to be

For exemple on the sprint and weight lifting events you have to west until the whizh 'hand'' on e clock-like

Quite why the programs didn't simply use the tried end trusted two keys being hammered at once method to get things going I don't know hra anguls what otherwise 86 lacks a lot in the pleyability

atakes and misses out on a medal in any event.

tor a couple of hours - but I reckon that it's about £1 too expensive even so The amphics are very beeic and so is the sound Save you money for a better budget came Tim Graphics

Sound

Playability

Value

Willy's mansion

Tim 3

SCRIZAM

Machina: Spectrum • Supplier: US iold/Americana

● Price: £2,99 More stuff from the Spenish Dinamic teem has arrived in the shape of a space age cavalier on a quest to tree a beautiful

Armed only with a sword ha plunges into the passages of often than not comes a gropper In the first couple of seconds

This game looks as if meane hadn't gurte finished the tine tuning before it was released. Enemies come at you so impossibly quickly that your three lives are used up in a matter of seconds - however long you persevere trying to get into the game

And looking at the pictures on the cossette miay it looks as if the person who was taking them didn't get eny turther into screen shot shows the central character getting speared by an enemy - which happens with frustrating regularity.

5

Graphics Sound

■ Value Playability

OLYMPIAD '86

game which doesn't quite come

events on screen before the

powermeter lines up with an arrow at the top of the clock before bitting the "action" keys

could have been a good budget offering As it stends Olympiad

Graphics ♠ Sound Value Pleyability

5HORTSSHORTSSHOR



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Another fentastic and visually Stunning game by Andrew Braybook, author of ¶

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carner" Once you have you can enter your rocket

GAME ELEMENTS Booby trappedice, snowball fights, water buckets, snow shoes, saws, TNT ice slicks.

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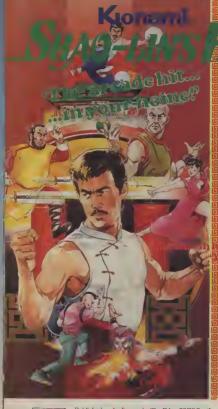
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ROAD.





Screen shots from arcade version - home macro versions may deffer.

it follow up to Tie Ar Kung-Fu'

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GHVG NOV Software REVIEWS 4



Machine: C64 Supplier: Hewson Price: £8.95/£12,95 disc

Andrew Breybrook's letest geme, Alleyket, looks set to be

demolition, speed triefs, dodgem or random games, Each of these allaws you to emess points by different means Demalition is ressanably straightforward.

enything in eight with your laser guns. In the Speed Trial, you



Arborie is mainly a forestation.
Lote of things to shoat. There
eve also Aquedromes which are own snage; whether it be

right, picking up the energy boosters as you go. Yo can also

moteopenu even

The afectures and sounds are

acreen scrolls from top to bottom, and your Speeder— eithough amell— is very well enilmated. Apperently, you are lucky enaugh to have "45 degree viewpoint with the light

There are a couple of special features which 128 awners will be able to use You got more bullets, more Katterkillars (your

Allevist is a cracking game.

 Graphics Sound Value

Plavability

ASTERIX AND THE MAGIC CAULDRON

 Machine: C64/128 Supplier: Melbourne

Price: £9.95

Those with good memories may well remember this game being talked about eges ego. I, a true Asterix fen for eges, have played this game tor weeks. haping that the excitement of

Asterix's best friend and he's very strang. His strength is derived from the fact that he fall

Obeax is just about to take Getafix grebs the ledel and says. "You can't have any, you

don't need it." And reminds him why. Becoming upset, Obelix kicks the cauldron and to

calma of Vitel down, and atents cauldron, taking Obelix with Having found are piece

gives it to Asterix to take on his quest. So begins the game You control Asterix. Obelix follows close behind. You welk around various acreene looking

Walking around will instently

Fighting consists of Astenx and apponent enlarged in a window at the top of the screen. The opponents face each other. fiste at the reedy. I say fists, but

head with. What a nice chap Moving the joystick left and right with the fire button held dawn will cause Asterix to Fighting doesn't usually lest

If by some mirecle you do win, you gen nothing end just continue with the game. The lerge window also appears it to kill them for food. Although it's usually the boar who gets a

During my travelet was locked in a dungeon, which t quickly escaped from, only to find myself in the gladietor's ring facing a large — and I mean large — gladiator who was

meen end engry.
Thinking things like "Oh, my
God," ar something to thet piven ta me by Gatafix I become super strong and with wielding creature back to helf. I



pull me into the geme, but slee no luck Anyway, here's the

Everyone was quauling up for etrength potion. Who should be next in line but Obelix, Obelix.

Into pieces.

"What have you done," shouts Vitalstatietx, Chief of the druids 'We wan't be able to

Suddenly, Asterix appears.





Machine: C64/128 Suppliar, Firebird Price.

© Price.

Institute claim that the jumps and a distanciar copy in — of well in the price of a distanciar copy in — of well in the price of the price

AMMAMA DIRECTO A

PENER MODE

271 ROW BALLERY BRUSE MODE

Control of the Contro



Playability

Sound Value





Graphics

Sound

Value

PERSONAL PROPERTY OF

Chris

9

8

6





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C+VG NOV Software REVIEWS 6



Edward is such a nice frien 16, don't you think? So it's

name, don't you think? So it's very hard to treat anyone — or thing — called Edward as your deadly enemy. But in Droids there's no time for antimentality about the Environmental Defence Warden which is controlling a

ship toflowing a massive solar Rate. The intergelactic Law Enforcement Agency (ILEA) fears that all transmitters and receivers on the ship have bee destroyed. The fear is that tentroyed. The fear in that idward thinks the ship has been attacked and has switches a defence mode — meaning it will destroy anything within ange of its weapons.

And within 24 hours the

DROIDS





RALLY **NIGHTMARE**

: ECCEC :000000 vour car Yes, hyperspace-Machine: Spectrum

Supplier: Ocean ● Price: £8 95 This is a racing game with a

difference it has some odd mysticel overtones which add a bit of originality to what otherwise could simply be an average driving challenge You are in control of a super

raily car and your aim is to complete all the stages of the strange Nightmare Reliv by reaching the target score for each stage without destroying YOUR CHE

You get three to start with Damage is indicated by the "lives" icon changing color icon changing colour Red spells imminent danger, of

You can drive a manual or automatic car - auto is better to start with as it's one less thing to worry about when you're learning how to play. Each stage is packed with obstsclesobstacles — some dangerous some useful. Picking up Psi course adds gadgets like turbos and even a hyperspace gizmo to

told you this was a different driving game, didn'till Other mystical objects which

have strange effects are Stending Stones and the Pulsating Eye. You'll have to find out what! Nightmate Boliv is a one for

race game buffs. It has enough quirky bits to knep your interest Joystick and keyboard reactions leeve a bit to be desired and the choice of colours on some of the stages aran't the best for the style of graphics being used But overall

this is an interesting twist on the driving gama theme.
The only real gripe is the poor old Spectrum's sound. The car. sounds a bit like a distressed wesp. Still, Nightmare Relly is well worth checking out if you're a driving game freak

Paul

7

5

Graphics Sound Value Playability

CONQUEST 1 Machine: Spectrum

 Supplier: Melbourne House/ERBE Price: £7.95

Take that vertet! And that! And that But I'll have this copy of Conquestador, thank you very much Why? Because it's really neat, fun to play and

awesomely addictival Which is all very strange really as Conquestador. programmed by ERBE software om Spain, isn't very prignal in its design or even its theme. It Just looks very nice and plays auen hetter

Enter the world of Conquestedor and you become Redhan, battle scerred champion of a thousand conflicts. Armed only with e bow and a limited supply of

find the blazing Star Stones taken from the world by the Lord of Magicians, Kulwoor, and

hidden in his mountein citadel Redhan has to explore the citadel in search of 40 ceskets which may, or may not contain the inwels he seeks Some give him extra weapons, others have beneficial potions, but some contain hornble curses which can do things like turn him into a pig. I quite liked being the pig, I must admit The magician's slave warned fill every room and cavern Redhan can zap them with his bow - but as arrows are in short supply it's a good tactic to try end fall them by immoing on their heads It works - believe me l'There are also dodgy



range of Archnid's wespons and ... need I say more? I but you've already guessed the

creat a decks by entering the correct codes into terminels. Droids under Edward's dir control patrol the levels and must be destroyed before yo can attempt to shut down a

co and the sound is quite

Graphica
Sound
Value

nd

the lower regions of the castle to deal with And then there's the brooding, tire-breathing dragon Glaurung and Kulwoor the Misster Mage to deal with You'll find yourselt getting killed off pretty easily to start with —this is a deceptively

easy looking geme to play However, although it may look like every other sucade sdventure you've played, it turns out to much faster than you think its going to be! platforms of the many rooms is easy Redhen has a real spring in his sten which means no flustrating attempts at leaping

to that all important ledge when a nasty is coming at you The graphics are large, colourful and well drawn Hardly any colour clashes at all. Bowere of the little green

bowrnen - they shoot at you on sight, A good tactic is to let them shoot at you and then leap out of the way of the sripw Zsp. them with one of your arrows when you land Conquestador is a classic arcade adventure which would or ace even the most choosy gamesters collection. It looks good, sounds good, and by golly it does you



Machine: Spectrum Supplier: Quickstva ● Prica: 8.95

At last i A decent name on the much respected and late much respected one rate lamented Quickstive label Since Argus took over the name not much of worth has appeared under the once dury Quickst/va benner

You begin the game with just nine gienades — but you can find more on the island if you are smart enough And it you were smart enough to qualify as a sacret agent you're going to be smart enough to find the smmo. Aren't you?

But the first necessary act is to find out the way to disable

But Glider Rider could change the defence lasers on the island

- 'cos these things try you to a cusp whether you're in the air

There's a free pecket of Hula Hoops awaiting the first person to phone the Ed with the SUSWELL ! Transforming your bike into

the hang-glider is no mean feat First you have to find you way to the top of a plastic hill The higher the better if you're a beginner. Then you drive the bike fast downhill pulling back on the roystick will make you splout wings — and wheeded It's a bird, it's a plane! No — it's a motorbike falling back to sarth! Never mind, Practice makes perfect.

The graphics are really nice just one colour but extremely ffective. Sound isn't bed on the 48k machina and the 128k version has a next soundtrack making the most of the

making the Hibstor the Tim я Graphics

Sound Value 7 Playability

ATARI SMASH HITS

800/XL/XE Supplier: English

Machine: Atari 400/ Software
Price: £9.95 cassette/
£14.95 disk

E14.95 disk
English Software continues its premium by— successful premium and the stack catalogue of parent. My verifie to nibis disest offering is that three out of four arren't bad. The package includes Medistor, Quasimodo, Chop Suey and Efstragilde.
Lot's deal with the one I can't get on with first — Medistor.

Chop Susy, Eight levels of nattel sits meyhem with a flow or fest option to add a little pion. Both Spitters have pretty nuch the strandard range of surches, licks, some seultre etc. and this some as based on how well you light, whether the move it defances on offensive. Que smooth, This is probably to offset and the contract and the contract of the common to the strandard that the probably to offset affit for common laws.

my memory serves me well I ink it was proviously released US Gold. Poor Old Quesi has inn accused of stealing

● Graphics ● Sound ● Value

everybody is dut to get him. To prove his innocence he must ind the jewels. But meanwhile ell the good critzens are out or get him. There are only three levels to the game but revertheless it's still very playelbe. Grephically it's not bellant, though.

00250 0:52





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G+VG NOV Software REVIEW

Mechine: Spectrum **FUNGUS** Supplier: Snarklers/CSD

Machine: CBM 64 Supplier: Players Price: £2.99

My heart sank Not enother Players geme Bigtop Barney was an ordeal. Surely it was someone else's turn for Fungus But the moral of this review is never judge a geme by the software house's name Fungus

is a fun game
The plot, about Fungua craying the Great White Mushroom which can only be found in a remote part of the

The graphics scroll from right left, You control Fungue, a to left. strenge little man in what eppears to be a space helmet He runa about collecting mushrooms, leaping gaps, voiding aliens and piling up

There are seven sections to cope with, venous difficulty levels and the ability to vary the screen colour Midnight Blue was my personal favorite Not stunningly organal but the geme play is surprisingly addictive. Without fear of contradiction | can say Fungus

- Graphics Sound Value
 - Playability
 - Machine: Spectrum Supplier: Martech Price: £7.95

Now here's a funny thing, A Indium- ish and not tembly

But the Spectrum version is something else again. OK, so it's atill a straightforward shoot "different" graphics and original small screen layout

Wir has a really mos teni about War will be fighting it out with Spectrum version of Undium -

but shoot 'em fens might like to Oh yes, you do get that cute flipping effect — but in this case it's more like the 1942 fighter's

Graphics

- Sound Value
 - Playability





 Price: £1.99 Dangermouse could be a great

computer game ster. Unfortunately none of the ourmes released with his name attached has matched up to the

potential of the character Making Whoopee is no exception It's a pretty basic ercade edventure maze came with some platform screens thrown in for good measure. A nice idea which doesn't quite

The scenano is that Perfold DM's teithful aidekick, hes bee kidnapped by the evil Baron Greenback who is out to disrupt the United Nations by making enough whoopee cushions to fell all the seats in time for the next congress meeting. He hopes the cushions will create such confusion that his plan to

take over the world will work. The first screen of the game shows DM in his car at the top and a plan view of the maze-like streets below Controlling DM'a cer is difficult to say the least. You must aim for the dead ends where you'll find entrances to the platform screens which. when successfully complete weld a useful object which DM can carry back to his car and use to get past an obstacle in the strants

Graphics are average, sound the same and game play shame about the arma Graphics

Sound Value

Playability

Machine: CBM 64/ Supplier: CRL Price: £7.95

Room 10 must be one of the come it tells absolutely nothing

from the court or "cell" where

include the (netructions.

The players — two can play





EV TRY SERRE



WHOOPEE

Z ANGERMOUSE



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Machine: Spectrum

- Supplier:Piranha Price: £7.95

Let's take a look at what The Trea Door is all about. Well.

firstly it's probably a good thing to note that it's a game based

coming your wey! his eutumn.
Berk lives in the lower regions
of a derk and gloomy cestle. of a derk and gloomy ceatle. Here he serves the needs of the unseen Bed Tempered Thing. Berk slaves away completing tasks and by the Thing. Usually these tesks are dirty and

Berk, e big, blue blobby cherecter, has two meles — Boni and Drutt. Boni is e skull and Drutt is e sort of

and Drutt is a sort of epider thing.

The centre of Berk's world is The Trep Door. If he open il lots of things happen. Monsters appear from the dept he, things fall in and are fost forever— but the trep door is assential if Berk.

Thing.

In the geme, Berk sets out to complete five lesks end earn e screen one by one and you only get a limited emount of time to complete each of them.

But the game doesn't end if you feel to complete one test

trap just when you don't went it to — and it sticks around Iq plague you for the rest of the came

es to be completely irrelevent. The gene pley may be bot almplistic. But when you get lot firebreathing Flemethrower chesing you while you ere crying to get logel her a dish of Boiled Silmies for Thing, and there's a spook drifting around, and Drutt is eating all the worms, and Thing's Angar worms, and Thing's Anger Meler is glowing, and, heving e-fit of the griggles, you'll suddenly realise that you're having FUNI The Trap Door le a brillant geme — one of the most

ariginal and entertaining I've





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G+VG NOV Sobtware REVIEWS 10



Pollowing the success of C+VG's War Games Special in July Dr Stephen Badsey, formerly of the Imperial War Museum and a researcher on the BBC's Soldiers series, is back to cast his expert eye over some of the latest war games on the

AMIL OWI



- Machine: Spectrum CBM64 Supplier: PPS Orace: £7.95
- At Iwo lime in World War I we there was only one kind of Japanese casualty - the dead. Of the 22,000 defending the island against American Invasion only 216 finally surrendered. In this PPS came the player, taking the
- Americans, must land and wipe out all opposition Designer John Bethell has employed the same 22me mechanism as for his Falklands 82. It is a slow, plodding
- system, and works better at representing the grim advance of the US Marines across the island than the British manoeuvres in the Falklands.
- But it hardly makes for a challenging or exciting game. The key to winning is

CHECKMIN NP B 444

controlling indirect fire from aircraft and ships off shore. But to accomplish this the computer offers the player as a target, for each of his own units, every one of the twenty or so Ispanese units on the island in turn. For a game lasting 30 turns set aside a whole afternoon — there is no

To compensate for this awkward playing mechanism the designer has had to ignore historical realism to speed the

cove machanism

game up a little. The American force is cut to about a third of its true size. the Japanese defence randomised, and an Improhable languese submarine added to the game

The result is not much like Iwo Jima, but the slow grind to destroy all enemy units gives a fair idea of what Marine factics in the Pacific had to be

Iwo Isma is released as part of the Strategic Wargames Series (an odd title, the game has little to do with strategy) the idea of which is to provide beginners with an easily played

wargame at a low cost Fair enough, but there's no reason why beginners should be Laught bad habits which they wil only have to un-learn

Graphics Playability

· Register · Value

force. (He cannot, however, dev Spectrum/Amstrad/CBM64 Supplier: Lothfories

the enemy - the designer thought of that

defeace-strengthening, which takes up a against the computer as they stand. always attack in the same three place

one unit at a time, rather than

players really makes Johnny Reb II a en-player game only

to use at high speed. The game can be takes the infantry of both sides about

The marale system seems simple, but half a suinuse to loud and fire their responds very well to recreating the unpressive, actually show this running, callying, and coming back in tappening, allowing the player to judge



come to their rescue.

G+VG NOV SOFTWARE REVIEWS 11

and a determination not to be defrated in cottine his men to stand before the enemy - all good cossisties for a

Occasional midities in the equipment of both sides can be fraced to a remorkable error in the instruction backlet, "the Confederate Army had a better undustrial base than the Union



force?. This is a hit like saying that in Vart-Ninm the Viet Cone had a better industrial base than the Americans'

- Gresskies Pleuchility
- Regliner · Value

Part forces are virtually austonable by the year", it now out. The graphics are conventional means, perhans nnrealistically so. The ability of the Romanians to drive

through Yagoslavia to northern Italy io ten days caused a few evelynows, as did the American lendency to attack the Swiss Arms for no apparent reason The name also includes the use of

strategie chemical rockets for 246 attacks on crises, which neither sale actually has and a reflex hunnels-on-warmine system which we

hope orither side will use. On my best effort with the NATO forces I finally balted the Pact drive just west of Paris. Three Enropean cibes had been reduced to radioactive rubble. West Germany had been devastated. In 30 days nearly as many people had thed in Engage us in the whole of World War

Two. It was a victory. Graphics # Pleysbelity

A Register

· Value

THEATRE **EUROPE**

· Machine: Spectrum Summer: PPS ♠ Proce: £9.95

The teletype chatters happits . . . "Warcomp on line" . . . The war computer 5 talking to you . . . "Clvitian casualties will be minimised where possible. Thank you for your attention" The date may be tomorrow. aithough I hope not! Warsaw Part conventional forces have attacked western Enrope from Denmark to Italy.

The player can take either these or the NATO forces annosing them, with the object of winning the war without blowing up the world. At his disposal lie the tactical use of gas on the butlefield, a deep arrhorne strike against the enemy rear supplies, and strategic rockets canable of destroying rities. Any one used too early, or in the wrong place, may trigger a massive nuclear exchange which will destroy Europe for

The Spectrum service of Theatre Fazone, lust year's "stratery stame of a het flowed this version, but still a andeur surburst over a city isn't meant to look northy

For those who can't take some World War Three seriously the program has a budt-in option of "action screens" allowing the player to shoot down aureraft and destroy tanks in true arcade style as part of the battles.

I hated it, but non-wargaming friends thought it was the best part of the game. For the rest, the player controls land operations in Europe at Corns and Army levels and hos some realistic decisions to take about how to deploy



AUSTERL

- Machine:
- Spectrum/CBM64/Amstrad · Supplier: Lothlories @ Prior: £9.95 (Cass) £14.95 (disk)

The sun of Austerlitz more over this battlefield in modern Czechoslovakia on 2nd December 1MIS to show, themsels the amering mist, \$6,000 troops of an Against Russian Albance confronting

Its the end of the day the Allies wer in headlong retreat, and Napoleon had createst victory. He won it with superior training of his troops, with superior manoeuvrability, with cavalry and artifiery, and above all with of France, each compassed are of the

The sade that won took the offensive

and carried the firhl to the enemy. same name as the hattle offers none of orsan wach I tried. In artillery is shown, and carairy fight in exactly the same manage as infastry. The combat way to with with the French is to place them behand rives lines.



as Napoleson gives outline orders to his Corps commanders, who are their own

initiative and personalities in currying

But at semple doesn't work, Marshals of France attack superior numbers with fractions of their own forces, march in behave in a mummer which would not them all reduced to corporal, if that, in about five minutes. The compater-controlled enemy, on the

other hand, shows a persistence and desice to fight well above that of the real

Allies. Any resemblance between the Austerior and the batle of the same name, or any other hapoleonic battle, o wargame,

• Graphics Pirvaluire A Region

· Valer

G+VG NOV Software REVIEW

Machina: Spectrum Supplier:

Imagine/Konami Price: £8.95

You cannot be secous? Another tennis geme? Aren't there arough already? Well, not quite limegine's arcade gama is rether good.

despite not being terribly original The pievers are drawn in a sort of outline cartoon style to and dash about the forced perspective court pretty quickly However it's sometimes difficult to tell exactly where

the "shadow" effect the

playable and easy to get into right from the first volley. The commuter player done coam to heve the habit of bashing over a few untouchable oces if he's in trouble. But he's not

unbeatable, and this makes the game even more playable Scaring follows the normal real life game, you can play advantages and deuces which can add to the tension of a hard fought match. Calls from the judges appear in a little window at the "back" of the court which scomboard Individual scoms

appear in small boxes Silperimposed on the right head side of the screen and how high the ball is, descrite You can't arous with the judges - the computer will put

you back on the backing

descrite all your protests!

A really original touch is the

doubles feature which allows

didn't extend to allowing two

merca.

THE COR

pleyers to control two plays

if you get my drift. Thing can get guite hectic - and le ad partner misses a crucial shot

There is a two player option for the singles, and you can redefine the control keys to suit pretty good for the Spectrum unitating little tune over the

The action flows test and furious without any irritating delays or alitches Tennis is a well put together game — it plays well and looks good If

ź

 Graphics Sound Value Playability

FOOTBALL MANAGER Machine: Atari

 Supplier: Addictive Price: £7.95

Glory, glory, it's the face that Just when you thought you'd

seen the last of Footbal Manager it pops up again If you haven't seen the game here's a quick rundown. You have to try and take your team to league or cup victory. You can pick you own team, enter the transfer market, look after

and relegation battles. This is Football Manager has also

other formats — Spectrum, Vic 20+16K CBM 64, Electron, C16/Plus Four, BBC Model B end Amstrad it all goes to prove that you

Graphics

Sound ■ Value Playability

It also seems all too easy to run up to the set and play lots of close in shots to defeat the computer controlled opposent really, the game is pretty

program uses to help you

MOONLIGHT MADNESS Machine: Spectrum Supplier: Bubble Bus

 Price, £7.95 John Coin had a lot of success with the budget-price Booty. But it's doubtful whether Moonlight Madness will repeat

If it had been a budget game - and I wouldn't mind ben be --- Moonlight Madness might have got a better reception. But at £7.95 it s a no-off.

And that's a shame because Bubblebus has put out some frice product over the past year including a great budget title including a great pudget one called Classic Invaders on the the mustard at this price

it tells the story of a young lad who arrives outside the old oak door of a mansion demanding



Bob-n-lob, Mister " Could be be a cub scout by any chance? The door has been opened by an ancient agentist who

promptly collapes, gurating 'My pells. Your task is to get his life seving pills out of the safe which can only be opened with The combination Get the idea? A

with ladders, platforms and puzzies follows The puzzles ere fairly entertaining, the graphics are fairly crude. There's nothing

Playability

Graphics

Sound Value

67

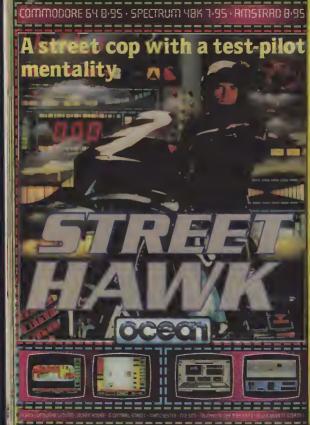
matches and fight promotion

can't keep a good geme down

Paul

6 6





 Machines C64/Spectrum/Amstrad Supplier:

Ariolasoft/Raaktor Price: £9.95 (tape) £14.95 (disk)

There's nothing like a droid Not when you're playing Deactivators, there isn't! It you haven't got one or two of these

mission is to remove terrorist bombs from five different

screen shows two rooms at a

shows anything the droid under your control is catrying The map window can be

But I'll tell you about those leter As well as bombe you'll find

oulding - like metter

much bigger and more The display at the top of the transporters and lights working.
To remove the bombs from

the building you will have to carry them to the exit and throw them out. There is not always a ditect route out of the building, so you will have to throw the

com with a door which leads to

This makes controlling the dtoide and throwing things about reasonably difficult. OK es you enter en upside down room your joystick controls get reversed. Which mekes life Interesting until you come to terms with it.

All the bombs in a building are set to go off in a sequence. are setto go on in e sequence. If you are carrying an ective bomb you will see the fuse burning in the status displey. Be careful when throwing bombs as they can only withstend a limited will explode.

the icon window They ere: Droid enlect: Enables the moving joystick left or right and pressing fire. Control is switched to this drold Throw; Enables the digid

Scan: Allows you to view ell Movement: Returns you to

object at a time. Irrying to pick up a bomb whilst catrying anything also will cause the bomb to explode. To pick up either a bomb or a circuit board To throw, press the fire button to open up the control loon window and select the

fire.
The displey is replaced by a meter showing the engle end direction at which the throw will

When a new level starts, you fleshing highlight on the mep By moving the joystick left end nght. The cursor can be moved over all the available drolde in

Beleesing the joystick will diepley the highlighted rooms This mode will enable you to plen your routes and keep en eye out for eny guerds which might be lurking in adjecent

In building five, no earn modi-is available until one of the circuit boards is replaced in the computer Speaky, and. Beginners may find the gen-looks complicated. It ent to don't be put off. Take time to reed the instructione and play through the first level which is

Using the icone is gretty simple — and gate simpler with practice. Don't try to pick up a circuit board when you're

holding a bamb — of the other way around — because you'll

way sround — because you'll and up one droid less if you do. Throwing steme around between different gravities is an art which again comes with practice, But you'll soon learn to position the droids effectively to catch items Control peases

will in the next busing to give you en extre edge.

Grephics are good and the eauparb. Playabitty? Well it gose off the C+VG scale

Deactivators is a demanding destined to become a cult

64 Spec/Ams Graphics
Sound
Value В Sound Value Playability 10 10



YOU HAVE BEEN ARRESTED FOR JAYUALKING AND TOSSED BACK THE SEA. PRESS GMY KEY TO CONTINUE.

room. These include lights, metter no effect and others switch of obstructing forcefields
You can move around the in charge of a bunch of droids
— the Deactivators Your

different ways. Through the doors, dropping through hetches, sliding up and down poles, or using the metter buildings, Level one is a four by four building — later levels not

transporters.
Moving eround would be quite assyrif it were not for the Guerd Droids who have only one aim in life. To vapounse you, Farhunately for you we've got a gemes guide to Descrivetors in the thing you

What with the guerds aldeways — yee sideways rooms, blocked exits and These have to be replaced in the time to be more precise.
You see these buildings



The mountains are walting to claim you. Travel with us back in time to the Prehistoric Ages, Here you must guide Adam in his quest to rescue his wife from the clutches of the hostlie mountain men. She is well guarded, the desert is crawling with mighty beasts, prehistoric birds roam amongst the caves, rugged savage mountain men will try to kill you as you enter the dead lands. there is no turning back journey. Can you succeed or will you perish ilke all those who went before you. A full colour 3D cartoon action packed arcadestrategyspectacular.







Polar Pierre is a one or two player arcade game where two can play at the same time Guide Pierre or his cousin Jacques through an loy obstacle course, racing through ski jumps, mystery chaetts, lifts, electron generators, shoothards, lifts, electron generators, shoothards, stompers and thunder and lightning. Polar Pierre also includes a construction set so you can design and play your own screens.

available for: Commodore 64/128 cass 9.95 disk 14.95 Atari 400/800/XL/ XE 48K ram cass 9.95 disk 14.95

Both games

Available from all good computer stores or post free from:

Databyte 15 Wolsey Mews, Kentish Town, London NW5 2DX Telephone 01-482 1755

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Ahoy there you scurvy eyed scrawny sons of sea dogs ... you'll soon get a chance to hoist that spinnaker and challenge those lager swilling Aussie dingos for the greatest sailing trophy of all... THE AMERICA'S CUP

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G+VG NOV Software REVIEWS

 Machine, Spectrum Supplier: Addictive Price £8 95

Machine: C64

● Price: £1.99 nter comes. While watching

Supplier: Firebird

The weather men say something

bouncing balls end paaping

 Graphics Sound Value

Playability

Graphics Sound Value Playability

hedgehoos were brown All the

converted from the Spectrum and it's easy to tell. This may put some 64 owners off, but for £1.99, you can't complain

When the game starts, you ereTreated to a nice varsion of 'Flight of the Burnble Bee'

the graphics are quite nice and wall defined, but rather

BIGTOP

G+VG NOV Software REVIEWS (15) VELOCIPEDE

Machine: C64 Supplier: Players

Price: £2 99 Players, a reasonably new

While the game is loading.

If was one of those "neint the



the end Funny Ihrt

just teken up a new hobby -

Not wanting to die young, Mr unicycle with a plasma cennon

lakes, ponds, and leage holes in the ground if, however, you do

egein, only harder The scenarios start and and all a bike shop. When you start, Mr. M. wheels his pride 'n' joy out.

have different names, time Mike's Blkes and Bill's Cycles paragraphs I write on this game, it's not going to hide the fact that the game is really sad, and I mean SAD!

The graphics are colourful, but a little blocky, and the sound is in the form of a strange.

Just a bonng left to right scrolling gams. Steer well clear Chris Graphics E

Machina: CBM 64 Suppliar: Mastertronic

● Price: £2.99

few shots. If would have been deslaner) or for those who just

Graphics Sound Value Playability

Sound ● Value Playability

보험을 바꾸를

Graphics
 Sound
 Value

NEXT

t'e freeble time ugalu uud Commodore Ueer le eet to add vulue to your favourite magazlue by givlug you 24 extre pages of your fuvourite colemn — Play to Win.

This column has established itself us the leading hinte and tips column in the business with ecceps so far this year on Ghosts and Goblins, Druid and Marcenury the Second City to name but three.

Play to Win III le 24 puges of full colour maps, hinte and tipe of the toegheet games around.

For security reusous we cuu't say what the gamee are golug to be bet they will be big, tough uud rusertain.

Our cruck teum of tipsters have been beevering uwey through the Summer backed up be our regibur geme reviewers. Mise thie oue uud we cau gearantee yoe will be disuppointed.



COMMODORE USER DELIVERS!



SCREEN SCENE

The Christmas launches are begluulug to urrive. We ulreudy huve copies of 1942, Jack the Nipper, Deuctivetors, Ghots's "Goblins on the C16, Paperbey with lets more premised. The November lesue will huve u muss of Screen

Sceue — occupying most of the extru pugee left over by Play to Win — which is appearing as a super free booklet.

TYPE-INS

C16 type-ine are buck. We are giving awey a free geme from Robcom's King Size 50 Game Peck. Robcom recken yee'll like the sumpler so much you'll buy the company — er sorry, the tupe.

TRIED AND TESTED

Little red boxes to coutrel your home? Tried and Tested investigates.

Hot Shots, Juto the Valley, US Hotline, Buzz and all your fuvourite regulars.

On sale October 26. Yours for a pound.

MONTH

P.S. Our previous Play to Win issues said out. Order your copy now.

Astera

COMPETITION

Okay, Asterix fans, here's a competition with a difference — 14 of them, in fact.

We've been waiting a long time for Asterix and the Magle Cauldron, Melbourne House's computer game based on the famous cartoon character. But now it's here, we're celebrating with this spot the difference competition.

Printed here are two pictures of Asterix and his faithful companions Ohelix and Dogmatix. They appear the same but, in fact, there are 14 differences. All you have to do is find them.

Frist prize is four specially eased Asterix books plus a six foot Asterix frieze for your bedroom wall.

The next 20 runners up will get a copy of the game — which is available on the Commodore 64 and Spectrum.

Send your entries, together with the printed coupon, to Asterix Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London ECIR 3AU. The closing date is November 18th and the chief harharian's decision is final.

Asterix and the Magic Cauldron is an arcade adventure runging across 50 screens. It starts with Asterix queuing with other villagers to get a share of Getaffit's magle potion, without which they would fall under the power of the Roman army.

Obelix, who fell into the magic potion when a hahy and tow is permanently under the potions influence, becomes angry when Getafix refuses to give him any. He kicks the cauldron which shatters into eight pieces and files in all directions.

Asterix and his pais must find the pieces. It means they will have to venture right into Roman camps and strongbolds. And that could prove very dangerous.

iagne			

Address

Please indicate which computer you have.

Spectrum
Commodore 64

ACTURITY COMPRESSION





Any more realistic and you'd need insurance to ride it.

There are two guys in front. One coming up from behind. And another just off your efbow. The screams of the bikes are deafening.

The wind is pulling your lace off your head. Your adrenaline is pumping like Hoover Dam.

You kick your bike to the right. He's

bumped. He's flying. You push on. Take your eyes off the road for a

millisecond, and you could end up a part
of the mad.

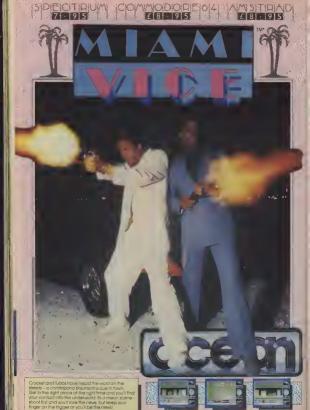
It's alf a blur. No time to think. You've just gotta pump it. The next turn's the steep one. Bank, bank! The curve's wide open, but the screeching wheels of the

bike in front are kicking gravel right in

You hear a phone, A phone? Hey, wait a minute. This isn't a bike, It's a chair. It all comes back now. Yes. You're home. The pitza's here. The computer's on. Looks little it's going to be another quiet night after all.







TREAM O PM Lemmas Cay Baddes Sic All Eight Reserved, Lemmas Serviced perhadron lang Corpo inford America Sec.

OCEAN SOFTWARE 6 CENTRAL ST MANCHESTER, MQ SNS TELEPHONE C61832 6633 TELEX 669977

HARRIET'S LAST BATH by Roy Turner

Roy Turner is the dod of o fómous san — Steve Turner, the mon who is responsible for thase brilliant arcade odventures — including Avalan ond Drogontors and the ultro zoppy Quazatron. So see if you notice the Turner fouch.

The rich and beautiful Harriet has been found dead in her both at her country hause. What happened? Was it on accident? Sulcide? Of cauld it have been murder?

As the detective investigating the circumstances of Harriet's demise, you have to decide.

Eight people were staying at Harriet's hause when her death accurred — Bessle, Gearge, Arthur, Hennie,

William, Llly, Jannie and Mervyn. Yau can quiz then, asking questians about their feelings, finance, work, suspicions and whereabouts when the

bady was found. But all you get are three chances to decide what happened. Was it an accident, suicide ar da yau feel there is enaugh evidence to arrest sameane far

murder? These aptions appear on the main menu. If you arrest same ane you will have to support your case

Ta leave a roam ar finish questianing sameane, press enter without inputting anything and you will return to the main menu. On same screens you are required to enter the name af an abject, subject ar person. Use the first three letters of the name as used by the pragram. Far example, ta examine a cupbaard enter "CUP". Ta ask sameane about their shoes enter "SHO"

Naw the suspects are assembled in the launge. They nervausly await your revelation. Wha was invalved in the faul play? What have you pleced tagether? Is there a murderer in their midst?

Meanwhile, if you fall to track the mystery of Harriet's last bath, we will be publishing the full salutian at a later date.

Good Sleuthing

3 LET SHE: LET X-D: LET L-0 5 PAPER 1: BORDER 1: INK 7: C LS : PRINT , ..." HARRIET'S L AST BATH ": PRINT : PRINT by RDY J TURNER. "; F

DR K=1 TO 5: BEEF .6,18: BEEP .7 .14.5: NEXT K 6 LET E#="THE RICH.LOVELY HAR

RIET IS DEAD, FOUND IN HER BATH I N HER COUNTRY HOUSE. YOU HAVE TO INVESTIGATE. WAS IT AN ACCIDENT 2 OR SUICIDE? OR. . MURDER? GOOD SLEUTHING!

7 60 SUB 535

8 PRINT : PRINT "PRESS ANY KE Y TO CONTINUE" TO IF INKEYS="" THEN GO TO SE

60 CLS : PRINT AT 10.0: "D=SUIC IDE".."1=ARREST".."2=ACCIDENT"..

"3=VIEW",,"4=QUESTION"
70 INFUT "WHAT DO YOU WANT TO BO NOW" LA

75 IF A>4 THEN BD TO 72

76 CLS | GD TD 80+A BØ BO TO SØAØ

81 60 TO 2100

82 BD TO 9865 B3 B0 T0 1222

64 GO TO 2000 85 80 TO 3000

570 REM WORD PROCESSOR 535 PRINT

537 IF LEN E#>32 THEN GO TO 54

540 IF LEN ES = 32 THEN PRINT E

#: " " RETURN E43 BD TD 537

545 LET C-2

550 IF C=32 THEN GO TO 575

585 LET F#=E#(32-C)

550 IF E\$(33-C)=" " OR F\$="," OR F\$="," OR F\$=";" OR F\$=";" OR " == " " OR F#=CHR# 11 THEN BO TO

582 570 GG TG 550

575 LET C=0 182 FRINT ER(TO 32-C)

595 LET E\$=E\$(33-C TO)

590 IF Es(1)=" " THEN LET ES=E \$(2 TB)

595 BD TO 537

1000 LET BI=" ROOM": PRINT AT D. 0: "D=LIBRARY" '"1=DINING": 0: "2=C OL TAIL LOUNGE" "3=LOUNGE" "4=SM OF INS"; S\$""5=CORNER LBUNGE" ""4=B

1002 FRINT "7=REC."; O#: "8=HALL 13=SHOWER": "14=THE RAND'S BATH", 1203 PRINT "15=MERVYN'S": 01'"16" BESS'S"; D#'; "17=JENNY'S"; D#'"[8= SEORSE'S"; 0\$'; "19=HENNIE'S"; 0\$'; "20=ARTHUR'S"; D#: "2I=THE RANDS:" : D# "22-CLDAKRODM" "23-DUTSIDE" ARRIETS RATI

RRIE





GROUND FLOOR

FIRST FLOOR

HARRIET'S COUNTRY HOUSE

1004 INPUT "VIEW WHERE? ";A: IF A>23 THEN GO TO 1004 1006 CLS; GO SUB 4000+A+A 1008 GO SUB 535

1009 INPUT "PRESS ENTER TO LEAVE "," EXAMINE ";A\$ 1010 IF A\$="" THEN GO TO 60

1015 GO SUB 3000 1020 RESTORE 9500: GO SUB 1025

1021 IF MM="END" THEN GO SUB 50 80: GO TO 100B 1022 GO SUB C+C+5000: GO TO 1008

1025 LET A\$=STR\$ A+A\$ 1027 LET C=0

1030 READ MS 1035 IF MS="END" THEN GO TO 105

10740 IF MS OAS THEN LET C=C+1:

GO TO 1939

1050 RETURN
2000 PRINT "0. DOCTOR", "1. JENN
1E", "2. MERVYN", "3. WILLIAM &
LILY RAND", "4. HENNIE", "5. ARTH
UR", "6. GEORGE", "7. BESSIE"
2010 INPUT "WHO DO YOU WANT TO D

UESTION? ";A 2020 IF A=0 THEN GO TO 2070

2020 IF A=0 (MEN GO 2020 GD BUR 4045+A+A

2048 BG SUB 535
1888 INPUT "WHAT DO YOU WANT TO
ASS ABOUT? FINANCE,WORY,FEELING
5,SUEFICIONS,WHEREABOUTS WHEN BO
PY FOUND, HOBBIES, PROBLEMS OR
ANY OBJECT YOU HAVE SEEN ... ENT
AT 1_EBR J _LETTERS OF SUBJECT

= ; n=

2054 IF A#="" THEN GO TO 60 2055 SD SUB 3000

2058 RESTORE 9600: 50 SUB 1025 2059 IF M#="END" THEN GO SLB 90 90: 66 TO 2040

2060 BD SUB C+7000: SO TO 2040 2270 INFUT 'DO YOU WANT TO KNOW ASOUT FEP HEALTH, MY OPINION, MY EXAMINATION OR ANY SPECIFIC CAU SE OF DEATH? ": A#

2074 IF A#="" THEN SO TO CO 1075 BO SUB 1200

2078 PESTORE 9700: 60 SUB 1025 2079 IF M#="END" THEN GO SUB 90 00: GO TO 2070

TORR SO SUB C+5007 2090 SO SUB 535: SO TO 2070

2105 FOR Z=1 TO 5: FOR 8=1 TO 2: FOR H=1 TO 4: BEEF . 03,24: NEXT H: PAUSE 6: NEXT 6: PAUSE 50: N EXT Z: FOR K=1 TO 5: BEEP .6.18: BEEP . 7, 14.5: NEXT K

2107 LET S=0 2110 INPUT "Who do you want to a

rrest? ";a# 2120 LET A=0: SO SUB 2200 2130 INPUT "What method? ":as

2132 SO SUB 2202

2140 INPUT "What item was used" "1A#

2150 GD SUB 2200 2155 INPUT "What motive? "ia# 2157 GO SUB 2200

2160 INFUT "What stem did only t he purderer know about? ":as

2163 GO SUB 2200 2165 IF \$<>\$ THEN GO TO 2180 2170 CLS & PRINT "WELL DONE"

YOU'VE CRACKED IT! YOU ARE A FIR ST CLASS DETECTIVE! FAME AND PRO MOTION IS IN STORE FOR YOU!": ST

2180 LET E#="OH DEAR' PRISONER R FLEASED WITH AFOLDGY' YOUR CASE IS NOT STRONG ENOUGH": GO SUB 53

2170 LET L=L+1: GO SUB 2190+L: G 0 TO 7

2191 LET F#="THE CHIFF IS NOT PL FASED": RETURN 2192 LET E\$="THE CHIEF IS FURIOU

S": RETURN 0193 LET ES="YOU ARE THROWN OUT OF THE FORCE IN DISGRACE": GO SU

B 535: STOP 2200 RESTORE 9800: GO SUR 1025 2210 IF M\$<>"END" THEN LET S=S+

2215 LET A=A+1

2220 RETURN 1000 PRINT : PRINT AS: IF LEN AS 23 THEN LET A#=A#(1 TO 3); RETU

4000 LET ES="VOLUSEE BOOKSHELVES .TWO WRITING TABLES.CHAIRS.THREE ARMCHAIRS AND SETTEE ALL WITH C DISHTONS. THERE IS A DISPLAY-CASE ABOVE THE BOOKS. LOSS ARE STACKE

D BY FIREPLACE ": RETURN 4002 LET ES="YOU SEE TWO LARGE R DIND TARLES SURROUNDED BY CHAIRS .SIDEBGARD.COCKTAIL PAR.SERVING TROLLEY AND SLIDING GLASS DOORS LEADING TO COCKTAIL ROOM'S RETUR

4204 LET E#="YOU SEE PHOTOS ON W ALL . WICKER CHAIRS ARE AROUND SMA LL LOW TABLES, DRINKS AND GLASSES CABINETS ON ONE STOE AND A GLAS S SIDE OF ROOM LOOKS OUT ONTO RD

SE GARDENS": RETURN 4006 LET ES="YOU SEE 2 SETTEES, SEVERAL ARM CHAIRS, 2 SMALL BOOKS ASES AND SOME PAINTINGS ON WALLS .TV.VIGEO AND HI FI EQUIPMENT":

RETURN 4028 LET E#="YOU SEE EASY CHAIRS WITH CUSHIONS . COFFEE TABLES WIT H MAGAZINES AND ASH TRAYS ALSO A CARD TABLE AND CARDS A CARINET

IS AGAINST WALL": RETURN 4010 LET E#="YOU SEE FIRESIDE CH AIRS WITH CUSHIONS, A LARGE, LOW C ENTRE TABLE AND A CHESS TABLE WI TH CHESS SET PIECES STANDING ON IT. A SMALL PIANG IS IN THE CORN

E5": RETURN 4012 LET ES="YOU SEE SMALL LOUNS E CHAIRS AROUND THE WALLS, A TROP HY CARINET AT ONE END. SOME PHO TOSRAPHS ARE FRAMED ON WALLS ALS G SOME SOUVENIERS FROM TRAVELS. THE ROOM OVERLOOKS SIDE PATH AND

SHRUBS": RETURN 4014 LET E#="YOU SEE A SETTEE AN D 4 EASY CHAIRS, RADIO ON SIGEBOA RO, SMALL TELEVISION, COFFEE TABLE AND FISH TANK": RETURN

4016 LET E = "YOU SEE A STATUE IN CORNER, TWO HUGE POT PLANTS ON E ITHER SIDE ALSO A GRANDFATHER-CL. OCK": RETURN

4018 LFT E#="YOU SEE USUAL FITTI NES-FRENITURE AND EQUIPMENT WITH DOORS TO REAR GARDEN TO SERVERY AND TO CORRIDOR": RETURN

4020 LET E\$="YOU SEE FOOD WARMER S.CONTAINERS AND CUTLERY AND ERO CHERY WITH LARGE HATCH TO DINING "ROCH": RETURN

+D22 LET E\$="YOU SEE A DOUBLE BE D WITH CABINETS AND LAMPS ON, OR ESSING TABLE WITH STOOL, DRAWERS ,2 ARMCHAIRS,2 SMALL UPRIGHT CHA IRS, LINEN-BASKET AND HUGE CUPBOA RO ACROSS DNE SIDE OF ROOM": RET

ARRI

ITH MIRROR, CABINET, W.C. ETC": RE

N EARLY TWENTIES JOYES A LOT AND IS A CABUAL BUT TIDY DRESSER, D LTDOOR SPORTING TYPE": RETURN

4049 LET E#= 'HE IS A SMOOTH.CARE FREE TALL AND GOOD LOOKING MAN I

ARS. TALL. BRUNETTE, WELL SPOKEN, FO LITE AND SMARTLY DRESSED. VERY P DISED AND INTELLIGENT. IN A QUIET WAY IS FIRM AND CAPABLE, SHE LD DES STUNNED BY THE DEATH": RETUR

4247 LET E#="SHE IS NEARLY 21 VE

BY SOME FLOWERBEDS UNDERNEATH H ARRIETS BATHROOM WINDOW": RETURN

1046 LET ES="THERE IS A LIGHT FA LL OF SNOW OVER THE LAWNS AROUND THE HOUSE. THERE IS A PATH RUN NING ALONG THE WALL OF THE HOUSE

ASIN, W.C., MIRROR AND HOOKS FOR C DATE": RETURN

M, DOUBLE BED AND SUITE ALSO SMAL L TABLE AND 2 CHAIRS": RETURN 4044 LET E#="CLOAKROOM HAS WASHE

DOUBLE ONE WITH PRIVATE BATHROO

4040 LET E#="YOU SEE A BED. DRES SING-TABLE AND WARDROBE": RETURN 4042 LET Es: "THE ROOM IS A LARGE

R COMPRISES FURNITURE, IT HAS A S HOWER ROOM": RETURN

D BED": RETURN 4038 LET ES="THE ROOM OVERLOOKS EAST LAWNS, BED, BEDSIDE CABINET, D RESSING TABLE, WARDROBE, AND CHAI

4036 LET ES="YOU SEE THE SMALL G EST ROOM WITH WASH BASIN, WARDED BE, DRESSING-TABLE, SMALL CHAIR AN

C. IPROARD" - RETURN

4034 LET EX="YOU SEE SHOWERROOM. BED. DRESSING TABLE AND CHAIR AND

BUILT IN CUPROARD RED LOCKER SE TEE, ARMCHAIR TELEVISION AND RAD IO": RETURN

COMBINATION WASDEGRE-DRESSING T ABLE AND CHAIR WITH JACKET DRAPE D DUER ITT'S RETURN 4032 LET ES="YOU SEE SHOWER ROOM

4028 LET E#="YOU SEE A BATH SIN FTC": BETURN 4030 LET EX="YOU SEE A PRIVATE S HOWER ROOM, SINGLE BED, LOCKER AND

4004 LET EXHIVEL SEE THE BOTH NE XT TO WINDOW, HIGH WALLSHELF OVER END. CARINET .: INEN-BASKET CHAIR. WASHBASIN AND W.C., MIRROR, THE NA KED BODY IS STILL IN THE BATH WI TH THE HEAD SUBMERGED. AN ELECTR IC FIRE IS IN THE WATER": RETURN 4026 LET E#="YOU SEE HANDBASIN W

4051 LET E#="HE IS IN HIS MID 60 S IS PAUNCHY WITH A HEN-PECKED LOOK, WELL DEESSED, SPEAKS WITH F KAGGERATED POSH ACCENT, UNINFRES SIVE ALTHOUGH TRYING ALL THE TIM E TO IMPRESS, SHE IN HER LATE 50 S IS A HARD WOMAN CRITICAL OF A LL ARGUND HER. SHE WEARS TOO MUC

H MAKE-UP, SHE OVERDRESSES IN EX SENSIVE CLOTHES": RETURN

4053 LET ES= "HARRIET'S SISTER H AS A SAD-DUIET-BRIM WAY ABOUT HE E. CRYLCUS Y NOT ABLE TO MATCH H ER SISTER IN LOOKS, DRESS OR ABIL AL. PLAIN IN ALL WAYS": RETURN

TY TO TELL A TALE AND MAKE THEM Y AND CONFIDENCE": RETURN 42/57 LET EX="HE IS A FLASHY EXTR

OVERY DISLIKED BY MEN BUT ATTRAC

ITY IN COPING WITH LIFE IN GENER 4255 LET F##"HE IS A FLASHY EXTR OVERT DISLIKED BY MEN BUT ATTRAC TIVE TO WOMEN WHO LIKE HIS ABILI LAUGH, BOOD LOOKING, TRIM AND FIT FOR HIS 63 YEARS, EXUDES ABILIT

TIVE TO WOMEN WHO LIKE HIS ABILI

TO TELL A TALE AND MAKE THEM

LAUGH. GOOD LOOKING, TRIM AND FIT

FOR HIS 63 YEARS, EXUGES ABILIT

4259 LET EX="SHE IS A YOUNG AD Y

EAR OLD , A PERFECT COMPANION FOR

HARRIET, FLEASANT LOOKING AND S POKEN WITH A FRIENDLY HELPFUL MA

NNER TO ALL. NEVER PUSHY BUT ALW

AYS SUPPORTIVE AND LOYAL, VERY C DOL AND CAFABLE": RETURN

5020 LET E#="WOMAN'S PRINTS UP T

D BUSHES ARE SMALL AND FRESH. THE

DO NOT RETURN. MAN'S AMONG SHR

UBS ARE LESS DISTINCT AND ARE A

SIZE NINE, MAN'S PRINTS TO AND F

ROM LOGSTORE ARE SIZE 11. ANOTHE

R 18N'S SET OF PRINTS, SIZE 9, LEA

D AWAY FROM THE WALL ": RETURN

YOU BY SOMETHING": RETURN

EFT OPEN": RETURN

NO RIFLES": RETURN

USBED": RETURN

DE": FETURN

S222 LET E#="FOOTPRINTS GO BACK

A: D FORTH - LAUREL MOVING-DISTUR

5204 LET E\$= "YOU MAKE OUT A FIGU

RE BEHIND A BUSH... SHE STEPS OUT ...IT IS HENNIE' CAME TO FEED BI

RDS AND SHUT LOGSTORE THAT WAS L

5006 LET ES="SNOW BETWEEN SOME B

RICKS BENEATH HARRIET'S BATHROOM

WINDOW APPEARS SCUFFED AND DIST

SMOR LET ES="A SYRINGE LIES INSI

5010 LET E#="PHOTOS ARE OF HOLID

AYS ABROAD. ONE SHOWS GEORGE. HAR

RIST AND ARTHUR IN CLIMBING BEAR

.ANOTHER WITH THEM HOLDING HUNTI

Y AND CONFIDENCE": RETURN

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inits of Oal sizes. So, "TERROR" To be determined terrorists in their gunstups and submartness.
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"ARCTIC RESCUE" Settle in the harshest conditions to asso tives.
"Old REAGE" Sections and fight the fire before the whole will blows!

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3012 LET E#="A SMALL BOTTLE OF S TRICHNINE FALLS OUT": RETURN 5014 LET E#="A HATPIN HAS \$LOOD

ON IT": RETURN 5016 LET E#="SILHQUETTE SHAPE ON WALL IS NOT IN LINE WITH BLOWPI

WALL IS NOT IN LINE WITH BLOWPI PE. A TINY PIECE OF LEAF IS IN E NO": RETURN

S018 LET E≱≕"IT IS FROM A LAUREL ": RETURN

ZO.2 LET E\$="YOU SEE LABELS INDI CATING THAT DBJECTS ON DISPLAY A RE BLOWNIPE AND DARTS, AND THE M AGIC IMPLEMENTS OF A WITCHDOCTOR (A NOTE REFERS TO A MARK ON COE TATIL LOUNSE WALL). THE DOOR OF

DISFLAY-CASE HAS A LOCK": RETURN 5022 LET EF="IT IS UNFORCED.THE DOOR OPENS": RETURN

5024 LET E=="INSIDE IS A HOOK FR OM WHICH HANGS SMALL KEY...YES,I † FITS THE DISFLAY-CASE IN LIBRA

RY": RETURN 5026 LET E#="CLOTHES ON HANGERS FUSHED ASIDE. SOME HAVE SLIPPED TO FLOOR. STROME SMELL DE LAVEND

ER": LET X=X+I: RETURN

5020 LET Ef="INSIDE IS A WITHDOC

TORS MASK'": RETURN
50:30 LET E⊅="YGU SEE USUAL TOILE
TKY ITEMS AND AN OLD PHOTO OF HA
RRIET AND GEORGE TOGETHER ROTH W
EARTNG SMART EXPENSIVE CLOTHES I
N FRONT OF A DAIMLER": RETURN

2032 LST EE="UNDER SOME CLOTHING IS A COPY OF A WILL": RETURN 5034 LET EE="WILL MADE OUT TWO D 4% ASO, PROPERTY AND NEARLY ALL MONEY GO TO NIECE, JENNIE. MITNESS ES ARE SOLICITOR AND BESSIE": RE TURN 5035 LET EE="UNSIDE ARE CLOTHES

.SMOES LOOK DISTURBED": RETURN 5038 LET E = "SOMETHING GLISTENS INSIDE A SHOE AT FRONT. IT IS THE NECKLACE BELONGING HARRIET": RE TURN

5040 LET E#="IN IT YOU SEE A LET TER ": RETURN

5042 LET ES="YOU FIND CIGARETTES AND LIGHTER IN ONE POCKET AND A BILL FROM A ROOKMAKER FOR £672. THERE IS A SLIGHT SMELL OF LAVEN DER": RETURN

5044 LET E¢="IN HER 50 S SHÈ MUS T HAVE HAD STRIKING LODKS. THERE ARE NO DBYIDUS MARKS BUT ONE HA ND IS RAISED BY HER NECK": RETUR

5246 LET ERETH IS NOT MARKED AN D THE FIRE LAYS SUBMERGED IN FOA MY WATEL WHICH IS AT A NIGH LEVE L'E PETLAN 5040 LET E#="YOU FIND AMONS ITEM S OF CLOTHING A LETTER FROM HARR LET TO ARTHUR SAYING SHE WILL NE VER MARRY HIM BUT ASKING HIM UP FOR THE WEEKEND TO TALK"; RETURN

SOME LET E*"IT WAS PLUSSED IN A NO ON INTIL FUSES BLEM": RETURN \$852 LET E*="FANLIGHT IS OFEN AL SO MAIN WINDOW SLIGHTLY AJAR. MU DDY AND WET MARYS ARE ON CILL":

RETURN

#254 LET E*="ON STUDVING IT YOU

FEALISE IT HAS RED FLUID ON IT..

FES IT IS NEW BLODD'": RETURN

#5256 LET E*="YOU SEE DNE HAS BEE

N MOVED IT HAS A RED TIP': RETUR

SOSS LET EM="THE LIGHT FALL DF S MOM SHOMS SEVERAL FOOTERING UP AND DOWN PATH. YOU NOTICE SOME C ATTRINS": RETURN SOSS LET EM="FATH AT SIDE OF HOU SE HAS SEVERAL FOOTFRINTS BACK A NO FORTH. THE STRETCH PAST THE DI LLIAKD KOUNT OLDS STOKE HAS ONL. YOME SET OF FOOTFRINTS LEADING

LLIAD ROOM TO LOG STORE HAS DNL Y DNE SET DOF FOOTPRINS LEADING TO AND FROM THE STOKE"; RETURN S062 LET ES="THERE IS A LIGHT FA HITCH DOCTOR MASY HUNG"; RETURN S064 LET ES="YOU SEE A TINY WOUD D,AN INSECT BITE?"; RETURN S766 LET ES="UNDER GNE YOU FIND

S%66 LET E≮="UNDER ONE YOU FIND A PART USED PACKET OF CIGARETTES ": RETURN

5068 LET E\$="IT IS TO A FRIEND D. C ONTAINING VERY JBLY REMARKS ABOUT THER SISTER HARRIET AND REVEALING JEALDUSY AND HATRED'S RETURN 5070 LET E\$="SOME FEEL FREEZING AS IF RECENTLY PUT THERE"; RETUR

50"2 LET E*="THE SNOW IS ALMOST MELTED .THERE IS A MANS PRINTS A MC CIGAR ASH": RETURN

S074 LET E4="THEY ARE HALF AS B! S ASAIN WHERE THEY ARE PARTIALLY MELTED": RETURN

5376 LET E≇="IT LOOKS LIFE A FUR NITURE KEY, TO TRY IT NAME THE I TLM OF FURNITURE": RETURN 5078 LET E≸="YES IT FITS": RETUR

SZSM LET E\$="YOU SEE NOTHING OF ANY SIGNIFICANCE": RETURN SZB2 LET E\$="THERE IS A SUIT INS TOF AND A JACKET": RETURN

5084 LET E\$="ON A SCRAP OF PAPER IS A LIST OF FINANCE COMPANIES" : RETURN 7000 LET E\$="I HAVE £327 IN SAVI NGS. I EARN A MODEST SALARY AS L IBRARY ASSISTANT": RETURN

ARRIE

7001 LET E#="I AM A | TRRARY ASSI STANT STUDYING TO BECOME A HISTO RIAN. I WAS A TYFIST": RETURN 7002 LET E#="I AM A AVID READER.

I LOVE HISTORICAL OR OTHER RESE ARCH ABOUT HUMAN RACE, I SKI AND PLAY TENNIS, I LOVE THE COUNTRY A ND MOUNTAIN EXPLORING": RETURN

7003 LET E#="I LIKED HARRIET.SHE WAS VERY FOND OF ME. I LIKE MERV YN IN SPITE OF HIS LACK OF STABI LITY AND RASHNESS. I GO DUT WITH HIM A LOT BUT WE ARE NO MORE THA N GOOD FRIENDS AT PRESENT": RETU RM

7004 LET Es="f SENSE THERES BEEN FOUL FLAV BUT I HAVE NO THEA DE ANYONE WISHING HER HER HARM": R

ETHEN 7005 LET E#="I WAS IN SMCKING LO UNGE AT TIME OF HARRIET'S DEATH WITH MERVYN FOR ABOUT HALF HOUR

BEFORE": RETURN

7006 LET F\$="I HAVE NO PROBLEMS OR WORRIES. MY ONLY REGRET IS BE ING PARTED FROM MY TWIN SISTER W HO HAS BEEN ABROAD FOR MANY YEAR S,BUT I AM SAVING TO BO AND VISI T HER": RETURN

7007 LET ES="I LAST SAW HARRIET YESTERDAY EVE BUT HEARD HER TOLK ING TO BESSIE EARLIER THIS MORNI NG ABOUT THE HEATING": RETURN 7008 LET E#="I LAST LOOKED AT TH E SOUVENEIRS WITH MERVYN YESTER

DAY, I KNOW NOTHING ARRIT THEM .. RETURN

70009 LET E#="HARRIET TOLD ME YES TERDAY ABOUT IT. THE ONLY OTHER PERSON WHO KNEW WAS BESSIE. I WA S STUNNED AS THE OTHER RELATIVE S HAD BEEN IGNORED ALSO HARRIET' S HUSBAND WHO HAD BEEN SO GOOD T 0 HER IN THE PAST": RETURN 7010 LET E#="MERVYN FUT IT ON AN C MADE ME LAUGH": RETURN

7013 60 SUB 9900: RETURN 7214 LET E#="I HAVE NO SAVINGS I

SELIEVE IN USING MONEY": RETURN

7015 LET E#="I AM UNEMPLOYED -TH E SLECTRICAL FIRM I WORKED FOR W ENT BANKRUFT, I WAS AN ASSISTANT MANAGER": RETURN 7016 LET ES="I HAVE NONE": RETUR

7017 LET E\$="I HAVE NEVER HAD A DEEP RELATIONSHIP WITH ANYONE BU T AM VERY MUCH IN LOVE WITH JENN IE. I LIKED HARRIET AS SHE WAS S O FRIENDLY TO ME ALTHOUGH YESTER DAY EVENING SHE SEEMED UPSET. I D D NOT KNOW THE OTHERS MUCH": RET MEN

7018 LET ES="I AM CERTAIN IT WAS FOUL PLAY, IT'S FUNNY THAT HARR TETS HUSBAND TURNED UP VESTERDAY DUT OF BLUE ALSO THE EX BOY-FRI END BUT THEY DON'T SEEM KILLERS'S SETURN

7019 LET EX="T WAS IN SMOKING BO OM WITH JENNIE WHEN THE DEATH OC CURRED": IF X>=6 THEN GO TO 991

9: RETURN

7020 LET EXE MY MAIN CONCERN IS GETTING A JOB, BUT HAD AN INTERVI EW RECENTLY, I JUST WANT JENNIE T O SEE HOW SERIOUS I AM": RETURN 7021 LET ES="I WAS LAST WITH HAR RIET TOGETHER WITH JENNIE YESTER DAY. I FELT SHE LIKED ME.I WAS N OT AT BREAKFAST BUT WE WERE ALL UP TILL LATE YESTERDAY": RETURN 7022 LET X=X+1: LET Es="1 DIDN'T

SAY ABOUT THE DEBT BEFORE I WAS NT PROUD OF IT. I'LL HAVE TO SORT IT OUT SOMEHOW, I WAS STUPID IN THE PAST BUT NOW I HAVE MET JENN IE I'VE CHANGED": RETURN

7023 LET E#="I TAKE SIZE & SHOFS YES THEY ARE WET . . 1 WENT OUT F OR SHORT STROLL EARLIER": RETURN

7024 LET E#="I DIDNT TAKE MICH N OTICE OF THE DISPLAY": RETURN 7025 LET E#="IT WAS VALUABLE -I WAS ALWAYS NAGBING HER ABOUT NOT LOCKING IT AWAY": RETURN

7026 LET E#="I THOUGHT OF GETTIN G MORE LOSS AFTER I TOLD THE SAD NEWS TO THE OTHERS, IT WAS COLD ": RETURN

7227 LET ES="I WAS IN THE JEWELR Y TRADE UNTIL RETIREMENT": RETUR

7228 LET ES="I AM A KEEN TRAVELL ER. I LIKE HIVING MOTORING AND L OVE INDOOR BAMES SUCH AS CHESS.C ARDS, SNOOKER, ETC. I READ A LOT": RETURN

7029 LET E\$>"I HAVE NO REASON TO SUSPECT ANYBODY BUT ARTHUR IS N O GOOD. I DISLIKE JENNIES YOUNG M AN AS WELL... TARRED WITH SAME BR

7030 LET EF="I LOVED HARRIET IN SPITE OF OUR SELIT A FEW YEARS B ACK. WE STILL SAW EACH OTHER FRO M TIME TO TIME. HER DEATH IS A G REAT SHOCK AND TRAGEDY, I AM NOT CLOSE IN ANY WAY TO ANY OF THE DITHERS": RETURN

7031 LET E#="I HAVE NO PROBLEMS JUST WANT TO ENJOY MY RETIREMEN T": RETURN

7032 LET ES="I BROUGHT THEM BACK FROM THE CONGO, THE PYSMIES USE THEM TO PARALYZE BAME": RETURN

7033 LET E\$="I HAD COME OUT OF M Y BEDROOM AND HEARD A CRASH(WHIC

Y BEDROOM AND HEARD A CRASH (WHICH GOTT HAVE BEEN THE FIRE FALLIN GONTO THE BATH). I KNOCKED AND CALLED BUT THERE WAS NO RESPONSE. SESSIE ARRIVED AND WE FOUND THE DOOR WAS UNLOCKED AND WENT IN TO SIND MARRIET LYING IN THE SATH.

DEAD": RETURN 7034 LET E%="I LAST SAW HER ON T HE LANDING JUST BEFORE SHE WENT INTO HER BELROOM WHEN I CAME UP STAIRS AFTER THE STHERS HAD RETI

RED": RETURN

THE STATE OF THE S

N 7036 LET Ex="I ALWAYS KEEP IT LO CKED AND HIDE THE KEY. AMONG THE CONTENTS IS A DEADLY NERVE POIS IN". BETHEM

7037 LET E≠="IT IS OF NO GREAT V ALUE. IT SHOULD BE ON THE WALL I N THE COCKTAL LOUNGE": RETURN 7038 LET E≴="I HAVE SOME CAPITAL

ECDUIRED WHEN I WAS MADE REDUND ANT BY AN ELECTRICAL ENGINEERING FIRM, IT GIVES WE A SMALL INCOM E I SOON ADD TO IT WINNING AT CA ROW. I HAVE NO OTHER ASSETS EXC EFT A HOUSE LEFT BY MY LATE WIFE "I RETURN

7109 LET E\$="I AM A TRAVELLING S ALESMAN NOW, PREVIOUSLY WORKED AN D TRAINED AS ELECTRICIAN. EARN M CRE NOW, BUT IT SOON GOES RUNNIN 5 THE PORCHE OR ON CLOTMES": RET LEN

URN 7040 LET E≄⇒'I PLAY GOLF AND LOV E CARD GAMES, GAMBLING, HUNTING AND MOTORING ABROAD.I AM AN EXPE RI MOUNTAINEER": RETURN 7041 LET E≉⇒"I'M STUNNED BY HER

7041 CE! EX="I'M STUNNED BY HER DEATH. SHE WAS THE ONLY WOMAN I WOULD HAVE MARRIED IF SHE WOULD AGREE, SHE LIKED ME BUT NOT ENOU GH FOR A PERMANENT AFFAIR.": RET URN

7042 LET EX="IT MUST HAVE BEEN AN ACCIDENT, I CAN'T IMAGINE ANY ONE HARMING HER. SHE WAS TEMPEST UOUS AT TIMES BUT OTHERWISE SO C HERFFUL AND GENEROUS, SHE WOULD NOT HAVE KILLED HERSELF": RETURN

7043 LET E\$="I LEARNT OF THE BAD NEWS WHEN PLAYING SNOCKER WITH WILLIAM.WE WERE TOGETHER EXCEPT FOR A SHORT TIME": RETURN
7244 LET E#="I HAVE NO WORRIES":

RETURN

7045 LET E#="I LAST SAW HER IN T HE COCKTAIL LOUNGE LAST NIGHT, SH E WAS COMPOSED BUT SEEMED DESPON DENT": RETURN

7846 LET E4="I HAVE SEEN THE ITE MS BEFORE BUT NOT LATELY, I KNOW GEORGE TREASURED THEM. I HAVE NO IDEA ABOUT THE CASE BEING OPEN DIDN'T KNOW IT WAS LOCKED'S. R

ETURN

7047 LET E:="I TAKE A 10 SHOE. I STEPPED INTO A DEEPER PART OF T HE SNOW WHEN OUT WITH A CIGAR EA RLIER AND GOT MY TROUSERS WET": RFTURN

RETURN 7048 LET EX="I KNOW LITTLE ABOUT HEATING I HAVE NO IDEA WHAT 1S WRONG WITH IT": RETURN

WRONG WITH IT": RETURN
7049 LET ET="I KNOW NOTHING ABOU
T THE NECKLACE BEING IN MY ROOM.
SCHEONE HAS IT IN FOR ME": RETUR

7050 LET E#="I HAD A GOOD SALARY BUT HAVE HAD SOME BAD LUCK ON T HE STOCK EXCHANGE, MY WIFES TAST ES FORCE ME TO WATCH MY SPENDIN G.LILY HAS SOME SAVINGS BUT NO I

NCOME": RETURN 7051 LET EX="I HAD A CHEMISTS S HOP WHICH I SOLD OFF.IT WAS LEFT BY MY FATHER. MY WIFE WAS NOT S

KILLED IN THE PROFESSION BUT SHE HELPED SERVE AND WITH THE BOOKS

": RETURN
7053 LET ET="WE BOTH DISLIKED HA
RRIET. WE HAD A ROW MITH HER YEST
ERDAY OVER AN OLD LOAN. GEORGE WA
D WAS THEN MARKTED TO HER, HAD T
LD US TO PORGET IT. SHE WAS SUDD
EVENT. THAS SPITE AS SHE DID NO
T NEED IT". RETURN AS SHE DID NO
T NEED IT". RETURN AS SHE DID NO
T NEED IT". RETURN

7054 LET E≴="LILY SUSPECTS MURDE R. SHE READS TOO MANY CRIME BOOK S. IT WAS OBVIOUSLY A STUPID ACC

IDENT.": RETURN

7055 LET ES="1 WAS PLAYING SNOOK ER NITH ARTHUR WHEN GEORGE CAME PAST WINDOW CARRYING LOGS AND THEN ROUND INTO DOOR FROM LIBRATY TO TELL THEM ABOUT THE DEATH. LILY WAS IN HER BEDROOM": RETURN 7858 LET ES="WE DON'T KNOW MUCH

ABOUT THEM": RETURN 7259 LET E\$="I GET £5000 PER YEA R PLUS FOOD AND A ROCH FOR ROUSE KEEPING AND BEING A COMPANION TO

HARRIET.I HAVE A MODEST INCOME FROM SAVINGS": RETURN 7060 LET E\$="I USED TO BE A PRIV ATE SECRETARY BUT GAVE IT UP DUE

TO BAD HEALTH": RETURN 7061 LET E%="I MAVE MANY PASTIME S AND LIKE TO TRAVEL. I HAVE MAN Y INTERESTS": RETURN

/062 LET E#="WE GOT ON ALRISHT B UT I KNEW WHEN TO STAY OUT OF TH E WAY. I ALWAYS GOT ON WITH HER

SUESTS": RETURN

7063 LET EM="IT WAS STUPID TO PU T THE FIRE ON A SHELF BUT SHE HA D CARELESS LAPSES SHE HAD ONLY A SHORT TIME TO LIVE. PERHAPS SO LOW SHE CONTRIVED THE "ACCIDENT"

": RETURN
78-4 LET Es="15 MINS BEFORE...SH
E ASKED FOR AN ELECTRIC FIRE AN
D FOR RY ENGINEER TO SE PHONED A
5 THE CENTRAL-HEATING WAS GNLY L
UI ENARM. I WENT TO THE CONTAIL
LOUNGE FOR A FIRE .. SHE LEFT THE

REDROOM DOOR AJAR": RETURN 7045 LET E3="NOT REALLY ALTHOUGH

I FELT I WAS IN A RUT HERE": RE

7866 LET E**"AFTER BOINS TO PHOM
E THE ENGINEER I ARRANGED FOR FI
RES TO BE LIT AND LOGS TO SE BRO
UCHT IN ,I HISSED EREAKFAST. I WAS BOING UP THE STAIRS WHEN GEOR
GE CALLED ME AND WE FOUND HARRIE
T DEAD.": RETURN

7067 LET E#="I KNEW GEORGE HAD A SECRET HIDING PLACE FOR THE KEY

SOMEWHERE BUT NEVER UNDERSTOOD THE FUSS OVER THOSE SORT OF REL ICS, I WAS NOT AWARE SOMEONE HAD BEEN AT THE THINGS. THEY WERE AL

THERE YESTERDAY ": RETURN 7668 LET EF "THE ENGINEER SAID I WAS THE THEPMOSTAT. DNE OF THE W.RES APPEARED TO HAVE BEEN LOD 57: RETURN

7059 LET EX="I HAVE NEVER WORKED I DON'T KNOW HOW I'D MANAGE WITH

OUT MY SISTER": RETURN
7070 LET E="MO PY HEALTH PÄEVEN
TS ME FROM DOINS MUCH. 1,4 MOT A
5 LUCKY AS SOME PEOPLE: RETURN
7071 LET E=""! HAVE NEVER BEEN C
LOSE TO MY SISTER BUT AN LIPSET B
V HER DEATH. 1 MOULDN'T TROSE AG
UT LEVY HAVE THE AGE ALOT OF P
ECPLE LPSET BY HER WAYS AT TIMES
"; RETURN

/P72 LET E#="MELL IT LOOKS LIKE AN ACCIDENT TO ME. MY SISTER WAS CARELESS YOU MNOW!" KETURN 7073 LET E#="! WAS IN THE CORNER LOUNGE WHEN GEORSE CAME BY THE DOOR FAOM THE SIDE ENTRANCE AND TOLO ME OF THE DEATH. I WAS ON M

Y OWN": RETURN 73/4 LET E#-"I WORKY ABOUT HOW I WILL MANAGE NOW AND APOUT THE WILL"; RETURN

7075 LET E#="I LAST SAW HER LAST

NIGHT': RETURN
7874 LET E** 1 HATE IT. IT ALMA
YS FRIGHTENED ME...! AM SURE !T
MAS THERE EARLIER THAT TURNINGS WHEN I WENT TO THE LIBRARY FOR A
BOOK TO READ. SHE MOUNS NOTHING
ASOUT THE OTHER THINDS'S RETURN
27 LET E** "THERE WENE LOSS IT
THE LIBRARY AND CORNER LOSS
IN I SURY IN THERE, SCHEDNE BRU

7078 LET E%="I ONLY HAVE A WAR W ILDMS PENSION AND A MODEST SUM F ROM STOCK INVESTMENTS. I HAVE ON LY A SMALL AMDUNT OF CAPITAL HAV ING LOST A BREAT DEAL ON BAD INV ESTMENTS": RETURN

7079 LET ES="I SAW THE NECKLACE
ON HER NECK LAST NIGHT AND IT WA

ON HER NECK LAST NIGHT AND IT WAS ON THE DRESSING TABLE WHEN I T OOK THE FIRE INTO THE BEDROOM': RETURN

7000 LET E: "SHE MADE & WILL. I HEARD HER TELL SOMEONE VERY LATE CRI THE LANDING, "ITS NO GOOD... HAVE LEFT EVERYTHING TO HENNIE

", THEN SHE SAID I WAS TO GET NO MORE OUT OF HEK": RETURN 7081 LET E#="1 HAVE A SOOD INCOM

708I LET ET="I HAVE A SUBD INCUS E FROM CAPITAL INVESTMENT": RETU-

7082 LET E\$™"I TANE A 7 OR 8 SHO E.THEY BOT WET WHEN I POPPED OUT FOR SOME LOSS BEFORE I TOLD THE M THE SAD NEWS": RETURN 7084 BO TO 7088

7285 LET E≠="1 COULD NOT FIND MY DIBARETTES AND WENT TO MY ROOM. MUST HAVE BEEN JUST BEFORE THE D FGTH": RETURN

7087 60 TO 7024

7088 GO TO 7032 8002 LET E*="SHE HAD BEEN INCURA BLY ILL FOR THE LAST TWO YEARS A ND KNEW SHE HAD ABOUT 6 MONTHS T

D LIVE": RETURN 8803 LET E* "HER DEPRESSIONS WER E WORSE OVER THE PAST YEAR UNDER STANDABLY.HOWEVER THERE WAS NO S ISN OF DESPAIR ASSOCIATED WITH

SUICIDE": RETURN

8004 LET E#="IT COULD HAVE BEEN AN ACCIDENT OR MURDER": RETURN B005 LET E#="THERE ARE NO MARKS ON THE FACE THAT WOULD SUGGEST T HIS": RETURN

8006 LET E\$="I CANT FIND ANY PHY SICAL SIGNS OF THIS , BUT YOU WIL L HAVE TO WAIT FOR THE AUTOPSY T O 9E SURE": RETURN

S227 LET E*="THERE IS NO MEDICAL

EVIDENCE AGAINST THIS": RETURN 8008 LET E%="NO HER LUNG CONDITI ON SHOWS SHE WAS ALREADY DEAD": RETURN

8009 LET E#="CAUSE OF DEATH LOOK S LIKE HEART FAILURE-PROBABLY IN DUCED BY ELECTRIC SHOCK. NO BRUI SING.NO MARKS ON BODY": RETURN 8030 LET E#="THERE IS NO MEDICAL

8230 LET E#="THERE IS NO MEDICA EVIDENCE OF THIS": RETURN 8240 GO TO 8007

9000 LET E\$="YOU LEARN NOTHING A BOUT THAT SUBJECT": RETURN 9/37 RETURN

7000 REJORN 7000 LET EX="HARRIET LEFT NO NOT E OF BOODBYE, THIS WAS HARDLY A WAY TO CHOOSE TO DIE!": GO SUB S 35: BO TO 7000

33: BU ID YOUNG A PERSON AS CA POAS5 LET E≭="EVEN A PERSON AS CA RELESS AS HARRIET WOULD NOT HAVE (AKEN SUCH A SILLY RISK WITH TH E FIRE; 60 SUB 535: GO TO 9080 9080 LET E≭="BESIDES THERE IS EV IDENCE TO THE CONTRAPY": 60 SUB

5290 GO TO 2190

9500 DATA "23FDG","23BUS","23LAU ","23FLO","16BAG","6PHO","7POI", "3HAT"

9510 DATA "0BLD", "0LEA", "0DIS", " 0LDC", "BGRA", "11CUP", "12L13', "11

DRE"
V515 Dera "11DRA", "IIWIL", '20WAR

". '20SHC", " 9CAE", "15:4C", "122DE ", 128AT", "20DRE' "520 DATA "12FIR", "12WIN", "0TIP"

5%10 DATA "12FIR", "12WIN", "GTIP", "JOAR", "23SNO", "23PAT", "24WAL", "11NEC", "40US", "19LET", "0LOG", "23AL", "0LOG", "23AL", "8BIS", "0BOU", "18WAR", "18SUI", "END", "18WAR", "18UI", "END", "140B", "140

9600 DATA "1FIN","1WOR","IHOB"," 1FEE","ISUS","1WHE","1PRO","1LAS ","IDAR","IWIL","IMAS"

9601 DATA "2MAS","2CUP","2NEC"," 2FIN","2WOR","2HOB","2FEE","2SUS ","2WHE","2FRO","2LAS","2BIL","2 SHO","2DAR"

7602 DATA "6NEC", "6LDG", "6MDR", " 6HOB", "6SUS", "6FEE", "6FRD", "6DAR ", "6WHE", "6LAS", "6HEA", "6DIS", 6 MAS"

9683 DATA "SFIN", "SWOR", "SHOR","

SFEE", "SSUS", "SWHE", "SPRO", "SLAC"
, "SDAR", "SSHO", "SCEN", "SNEC"

9684 DATA "JFIN", "SWCR", "3HOB","

FEE", "3SUS", "JWHE", "3PRO", "JLAS
", "3DAR"

","SDAR" 9605 DAIA "7FIN","7WDR","7HDB"," 7FEE","7SUS","7LAS","7PRO","7WHE

","7DÍS","7CÉN" 9606 DATA "4WGR","4HOB","4FEE"," 4SUS","4WHE","4FRO","4LAS","4MAS ","4LOG","4FIN"

9607 DATA "7NEC", "4WIL", "6FIN", "

6SHO", "1BLD", "1DIS", "2CIG", "2BLO ", '2DIS", "6BLO", "END"

9700 DATA "0HEA", "0SUI", "0DPI", "
@SUF", "0F3I", "0ACC", "0DRO", "0EXA
", "0STR", "0SHD', "0STA", "0ELE", "E
ND"

9800 DATA "SART", "03ED", "IPDI","
66UN", "IDAR", "IBLO", "2DAR", "2BLO
", "6NEE", "3FIN", "3NDN", "7HAT", "4
KEY", "4DIS", "END"
9500 LET E%="1 NYDW NDTHING OF I

T': LET X=X+1: IF X>=6 THEN SD TD 9900+C 9901 IF X=5 THEN LET E: "I WAS

9901 IF X=5 THEN LET E:""I WAS LYING BEFORE .I WILL TELL YOU WH A" I KNOW IF YOU ASK AGAIN"; RET URN 9902 BETURN

9911 LET Ea="1 TOOK IT AS AN ALI B1 IN CASE I WAS SEEN, I LEFT IT IN THE BASKET WHEN I SAW THE BO DY AND HEARD PEOPLE COMING, I JU UPED DUIT THE WINDOW!, RETURN 9912 LET Ea="1 HEARD FOOTSTEPS A NO HID IN IT. I HEARD HER SCREAM

": RETURN 99:3 LET E\$="I TOOK IT TO PAWN. I ONLY NEEDED IT FOR A DAY": RET

9919 LET E\$="I WAS IN HER ROOM I N THE CUPBDARD": RETURN

Entering the Program Although Horrier's lost Bath Is quite of

iong listing, it is easy to enter because it is moinly text. Mony misleading strences are included so do not take any notice of the text as you enter it.

sentences are included so do not rake ony notice of the text as you enter it. Be coreful to get the line numbers carrect and the DATA statements. The BASIC is short and stroightforward and should not be a prablem to debug if you make a mistake.

if yau cannat be bathered to type in the listing there's still na need for yau to miss out an all the fun. Remember you con send aff far our special Harriet's Lost Bath tope offer. Just send a cheque ar pastal

Just send a cheque ar pastal arder far £2.50 made payable ta Ray Turner and send ta Mr R. J. Turner, 2 St Michael's Raad, Benfleet, Essex, SS7 2UW.

C+VG/Harrlet's Last Bath Tape Offer

Name

Please send me ______ capy(ies)
af Harrier's Last Bath. I enclose a
cheque/postal arder made
payable ta Mr R. J. Turner far







C+VG THIVUENCURE

NEWS



In his penthouse apartment in the IDEAs Central building Keith Campbell, one of the few survivors of the corporate

purges which swept through the software industry when the IDEAs Corp was establishing itself

busies himself with an intricate and time consuming task.

His job is to collect and collate all the data relevant to adventure games and dispense

words of wisdom
to people with
problems.
This month the
Adventure Helpline
brings much
needed help,
advice and hints

needed help, advice and hints to the troubled and tormented adventure games player.

ADVENTURER'S CLUB LTD.

■ In the September issue we printed a rundown of Adventure Cubbs and Fonzines, Among them was an organisation called The Adventurer's Club Ltd. Readers money to this firm, either for discounts software, or by way of subscription cherges.

chb's homocomy President, is most concerned that two Most concerned that two Adventurer's Dossler's ore now occidine, and that phone ealls of the property of

premness from which Henry Mueller operated the club, Neither Pete Austin nor Level 9 hove any business or flaoncial interest in the club, Pete, on request, simply agreed to accept the post of President for a per, invadeling him with the processing (unpaid) a short piece for each Dassier.

Until now, Dossiers appeared regularly, and the 2000 and members of the club (subscription £12 p.a.) have been receiving the service they expected.

TAKING THE GAC APART

Seems that Level 9 has been having a close look at Incontrue 8 Graphic Adventure Creator recently, and have come up with a press release to counteract what they see as a misleading corposption of the product.

Apparately some reviewers have been grang the impression that it is possible to write an adventure of the state me and adventure of the state me and programming sendlence as the Assimi, using the GAC Of course, using the GAC Of course, the actual writing, and completing, of such a game, the state writing, and completing, of such a game. We haven I seen one up to Ie-Wei 9 standard yet?

According to Level 9, who seem unconsmoothy touchy about this subject, their own in-house system, (which is NOT available for purchase) gives them 20% isome memory, far greater compression, and offers all sorts of advanced features not seen

ATLANTIS MOVE

 Please note that Atlantic Software has moved from Islandton to now premises. Although some computer stores stock Atlantic games, many do not, and so much business is carried out by mail order.

Anyone wishing to order software direct by mail order, software direct by mail order, software direct by mail order, should write to the address. 28 Station Road, London SESS SAG. Meanwhile, any mail that his already been sont to the old address, will find its way to the right place.

TEMPLE OF TERROR DELAYED

Rather than release the next Populary Faculty adventure in its original format, Mike Woodrolf who is cashing the adventure, has decided to enhance the game for 1828 vertices. Normal test and graphen, and augmented test only, will be two vergoing available for student of markets, but the 1828 mechanism will have a combined sugmented test and controlled to the property of the pr

THE BLUE BUNNY STRIKES!

St. Bridee has come up with another comedy. Bugsty that time in the format of an American gaugiste move a la Hollywood of the 1800's Set an a separ-found Chroago, the player takes the part of a three feet tall, thes busny rabbet, straggling to make a successful career in the world of

organised crime
Combining the vernacular of the
mobilers with a lepondic outlook

('Myxamatosus Scare!' shout the newsboys) Bugsy will be released by CRL in the autumn.

MUD WITH NO PHONE!

 Soon you will be able to play e version of MUD, the famous Multi-User Dungson game, on your own stand-alone micro, without the need for a modern and high phone bulls!

Micro MUD, which will be released by Moseca come time after Characteria, will seem like an ordunary adverture, but feature the same scenario as the original MUD. The part of the other players will be taken by computer generated characters, some friends, some postile.

Such will be the size of the game, it will colly be available on diak. Although being developed on a BBC, it will not true without be second processor or board, and their autilities to be a viable proposition to communical release. Published versions will probably be restricted to the Commodore 94 and Amstrad computers.

ADVENTURE CONTACTS

• Why don't you have a clever contacts page, where people who have solved loads of adventures, like me, have their name prinsie with the adventures solved? Then people who were stack could write to their for help Because it will help you a lot, I am surprised you have not done it before! Phil Symonics, Walkington, Surrey

Ketih's reply: That's the casy way out, and we're gluttons for punsahment! I'm not rare it works, either, Phill Reading the Advenure pages of another, magazine receetly, I noticed complants the letters to the contacts printed, were, in many cases, not sawered. We endeavour to answer all letters ourselves, and achieve at least

95% of replies.
Of course, we don't know ALL
the answers, but then I'm sure
the pleas section makes more
interesting reading than a long
list of dublous names and
addresses.

TANUENCURE

HELPLINE

TOURISTS HELPLINE!

After completing my 60th Adventure column last month, I flew off to Portugal for a well-samed heliday, Imagine my surprise, an arriving in my hotel room to find an evvelope bearing the greating Tourist Neighine and a local phone number? With it, was a gift-wrapped bottle of Yewny Port, complete with when-classif

The gift was from Vasco Novas de Oliviera, who, with his friead Nuno Muranda, both of Cascais, has written many e letter to the Helpline over the last year.

Nuno is an 19 year-old art student, who had once written to say: "You really should visit our instructions — pirating while-you-wait is the errier of the day.

vaces showed me e copy of y Yaces showed me e copy of Pirefor, with e counterfest inlay, and yow would take it for the real thing, Arinlanoft logo and all! "What about games with Lennlok?" I asked. "No problem They make them too!"
Later in the week, I met Nuno,

Lattrin the week, I met Nuno who is a great admirer of the work of Jerry Paris the C+VG artist, whn among other things, designed the Big Red t-shirts. "Are these the only ones in Gascais. They'd better be." he (shed, fire confided that he was

thinking of cutting Vasco'e to shreds, so that his really was exchaire!

The three of an spent an evening in a Belryarten drinking Perrier, of course! "So

I no turve of an apent an evening in a Beirgarten drinking Ferrier, of course! "So the software I brought you is virtually worthless?" I asked. "Oh no," explained Nuno, "it is a



Vasca de Oliviera and Nuno Miranda

hacetifal village if you ever want e good holiday." Since Portugal is Britain's oldest ally, and this year in the 600th anniversary, It snemed e good time to wist the country, and the Estorll coast wan ear choice.

Armed with a C+VG carrier has full of software and magazines, I met 14-year-old Vasco at his father's bookshop in the Avenida Vabom. Before long Vasco was leading

me into the local computer store. The Portuguese micro market is almost 100% Spectrum, mainly Timex version, and a new top

selling game costs about £1, But of course, for that you don't get the julay or matter of great prestige hare to actually owe e genuine original?" C+VG is reed by nearly all

their friends with computers, they tofd me, and is by far the most popular computer magazine in Portugal.

"We are not saying that

because we're speaking to you, Nuno assured me. Although he said he still couldn't believe be wan!

Both speak excellent English,

and Name put his talent down to his computer. "I have learned most of my English through my computer — by playing adventures," he said. There are nally two Portuguese edventures, O Globo De Lux (The Light Globe), and O Segredo Des Templarios (The Templars

"And they are Quilled" complained Name, who is swaiting the arrival of the Spectrum GAC, to write his owe edvanture, already planned, in Portuguese, English, and

Numo's English is now so good that ha translates English hooks into Portuguese. For reading, ha likes acisnoe fiction, and as there are very few Portuguese sci-fi books around, he reads them in English as e matter of course.

Insurmercet is adventure started when they began pleying The Hobbut, and became hooked. "We once wrote to Teny Bridge about thet," Nuno canfensed. "But that was long ago, before we had found C+VG!" Vasco edded.

Amongst the salventures they have played in Eureks, airhough they admy layed it to they admy layed it to try to win the party. To want to try logical," complained Nuns. "We often rang Domark for eclas, and they soon got to know an as the two Portuguese adventurers" grizund Vasco.

The alcost time of our eather holiday was our last evening, when Wanco's parents invited may wide. Ret had myself to diamer at their home. We were treated to a typical Fertiguese meal—accompanted by Visho varies, and completed with a varies, and completed with a decasted by Vanco's is there, and consoliseen. (Whar's this? Tall Man in the Klichen? Ed)

His always a little pad Lewing

a place in which our has enjoyed o holiday. It is a lot more difficult whan one has been given so lightly a welcome by such charming people. I count myself lanky to write for C+VG, through which I have come to make such tiple friends. Obsigned Nuno, Elenor, Vasco, Leonor, e Nuno, Ate loon.

PROBLEMS AND TROLLS

Paul Gilbert of Nortingham is playing the Helpine Gume of the Month, Rentilla, and wants to leave how to past the troll in the dark tower. Trolls are also causing Paul treable in The Boggif. We can centrol the trolls? Like so many others, Alan

ico so many others, Aug

Macdiin has found a large crystal in Readills. But he like he, doesn't know what to do with it falsa, whose letter came in Gothic script, spent three hours writing it, and also mentions the fact that the Commodore loading screen of the game has e rather nasty spelling error — in the title of the came!

Carl Young's recent Seals of Darkon problem, is a paradox of his owe making, says hugh. Walker of Burpham. He has killed the woodman to get the axe. The only use for the axe is to give it to the woodman!"

Where can Urran Stidique of Oadley find Blincful and Jude in Ultims IV, folks? Julie Eang of Poole is Upper Gamires surrounded by sharles, shark repellant in hand, but

anable to do anything. What next, as the saying specif?
How to make the stake in Castle Of Terror, was expesting I put to Stove ling a short while ago. Se was eway in the Middle East at the time, but his wife full replied: "I thought you broke the spear to make the stake." Thet, indeed, is what everyone is just

trying to do!

flowever, Julie pointed out
that the game is very annoying
in that things have to be done in
e set order to be successful. So it
seems that if the spear is not
reedy to be broken, you will not
be able to do if!

The Rain in a part-adventure game that crops up from time to time. Joseph Cluv of Sherhourus is having trouble because all his charactars are getting killed. What should be do whan Harris and Judy are in the flat together — one of his most difficult mobilems?

I suspect the most useful strategy is to control the rate, and not ascessarily to try to save undividual victims. Eas anyone completed The Rats? Which is the best way to go about it?

Jeffrey Moore is stuck with the bird. He doesn't know what to do next — he has thought of everything he can. What should ha do next, in Seeka Of Assiah? Durchase made at a jumble sale, Andrew Rust has on

instructions for Hewson's Quest.
And he needs to know how to get
the last 10 or 15 pointel Well,
Andrew, I doubt if the
instructions would help, but
perhaps C+VG readers will be

able to?
Nick Carter of Southempton
has sofwed an incredible numb
of adventures, including some



real nastice, like Lucifer's Realize and Spellbreaker. But there's one that has him heat! "Anyone out there who has completed The Institute" he pleads rare person exists, how do you pass the green man outside the gete?

the green man outside the gete?
Who knows anything about
Kingdom of Klein? In particular,
if you can get past the squid as
the underweter ceee, or find the
Moebius Ravane, do write and
let me know, to help R. Auty, of

Castle Blackstar has started to make a re-eppearance in the mail, following its re-release on Amstrad machines. For some reason, it didn't seem to catch on when it was originally released for the Spectrum, so the database is devoid of clues.

database is devoid of cines.
One who neeks a few, is Kevin
Murphy of Fife. Be inpulling like
need, but can't get excelling out
of the stone. And he asks: "How
do you use the breometick and
staff, and how can you get
golden eggs from the cagles?"

ADVENTURE CHAT

Malcolm Harden of Minster in Sheppey, took me back e few years, with e mention of Artic's Adventure C— Skip Of Doors. Having read my review of Tr., he decided I wase't one of those who helped to ban Adventure 'C'. So he asked if I had ever obtained a manage, 'Best

who helped to ban Advanturs 'C'. So he asked if I had ever obtained a mamage; "Hest gunorated, metal fatigue, her leg files off" which is contained in the program. Does anyone know what brings this message to the screen?

If Commodore Rentills
players think themselves
unlucky in not being able to sea
the SAVE facility, then perhaps
they should think sensin;

Beeb players saving Kespille have to welt for about 178 blocks, says G Wanlock of Malvers, and it takes about five minutes. This into long for any advanture, 'he selds, Quite egree: Still, it is cleas, so you get what you pay for, I suppose. Or set, as the cussette may be.

A disappearing ring that can be wern without being touched, in the subject of some amassment is I. Dickson of

Charchdown in Gincester.
The game in Forest at World's
End. Try wearing the ring twice,
and wearing it without taking it!
Then move off, and come back to
the place where you put it on!
Fun. ann' it?!

CLUES

Carry the sword and shall to keep andress at boy for longer. For a phrasebook, gives the sative on the track scree food. To get the last piece of parefrment, give the sative in

INAINCIBLE ISLAND
crede it. Data back in the var.
the the tennel, grab the rat, and
the trace and each the crypt. Co

The third sacromater can be solved by waiting it the grassyand, with torch, useri Ferris gets theseged throt the Forth gets and care, one of the stains, and asset the crypt. C

Toop same brains and some doors

THE PAWN
Water is the clixit of life, and
sanw melts at low altitudes!

Dest someone to total your possessieus belose attempting to avint's kagegoo acrivates the stall; the stall de-activates the ward.

Every now and again, e letter

crops up suggesting that not

enough support is given for e particular micro. Usually this

refere to BBC or Atari machine

Liandriadad Wells in the intest

owners, all the Atari format

Well Richard, and other Atari

Level 9 games, Infocom games,

If there aren't so many games

coming out for your macking -

not us for failing to review

something that doesn't exact!

"Did you know the early versions of Infocom's Daudline

heve a bug which may manifest

then blame the software houses,

The Slave and more recently

o, we here covered ALL

and Richard Allaway of

to make the raggestion.

adventares we recaive for review, get reviewed: For

Clouir of Death.

KEALITTY

axolq jij

con a contact the graduous

MIS ALAS MIS

powder and Letin light for an BOGGIT

Cras what you find in the liows Class what you find in the liows

XXXX Open the exit and leave the bus.

TRIVITY
The central deer, to reach
the central deer,

PHOBOS The Selten's legality will help you with a kine!

CODDEZZEZ OL
TEVLHEK
LIPE LOTG BOOK IN 9 GETG-GETG

СКОИИ ХЕКО

SINBAD AND THE COLDEN SHIP See ave. Eall the skelets with the axe. Ealet cage and examins it, and fall the wire and examins it, and fall the see. It is not be a see.

FANTASTIC FOUR the boulder and shafts the boulder and shaft!

CATCH THAT BUG!

riself after one of the characters in killed? Writes Allan Paimer of Basingstoke.

If certain combinations of actions are performed, asys Alan, you may find the deceased bedy AND the living character present et the same time, shortly after that, the game will full with an internal error, says Alian. Understandable in the circumstances, don't you think!

Try CLIMB GURU on the QL version of The Fawn, suggests Max Berlie of Kieverment in Belgium. You find yourself on o mow platess. "Is that a bag?" he sake, not entirely sure. But type:

SHOW ALL KEYS TO GURU and the QL crashes! "This IS e bug!" eays Max.

when Romno attacks you, in the Spectrum version of Warland, go N. When he ettack again, type: GIVE ROMAN TO

The draid will then go, leaving you the amalet. The Roman will then etick you egan! "An there is only one Roman in the game, I claim this in a bug!" says Devid Walling of Ulverstee.

Say NO to Mersion's first greation; e couple of rade words in Texals of Keioppe, suggests Mandy Rodrigues, of Llandadae. And from Mark Turner of Swamses, comes another joke

Swamsen, comes another joke from Wales: Try examining the trees north of Ogeron's house, and rabbing the brass lamp, in Kentilia.

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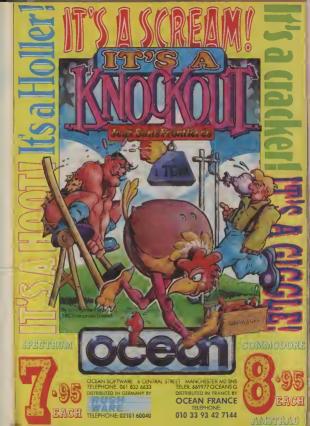
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I the name Rod Pike is not familiar to you, you may be forgiven. To date, he has only had one adventure published Pilgnan a test adventure (reviewed June 86) was his first attempt at writing a quime and he was thrilled at the

received by reviewers. He wrote Piligrain for his own amusament using the Quill Although conversant with Basic, machine code is something Rod is convinced he will never grasp. However, his use of the Quill ar Piligrain, is so skilful that I (albed to spot it as a Quilled of spine.

When huished, Rod sent Piliprin of its Silversoft to see if they would publish it it was hus lucky day Silversoft was in the process of going bust at the time, and they kept stringing hum along with promises, promises, but no

They eventually disappeared without publishing Pilgrim. The tack came in the form of CRL, who picked up the pieces of Silversoft and eagerly.

mapped the garm up in coverations with CRL did absorbing with Appeted to any with a project to than the CRL did absorbing with a project to than the CRL did absorbing with CRL did abs

Rod went to his local library and ordered a copy of the

Pracula

With Hallowoen approaching, Keith Campboll set off in search of horror. He found it at CRL's offices in Stratford, London, in the shape of Rod Piko Novor heard of Rod? You will. were too proper to describe

hardened adventurer. He has paid special naturally and looncally as possible, at the same time keeping the game uncluttered with urelevant or unnecessary objects, which might detract from the atmosphere. The dilemma an author has in setting the problems, is that be difficult the player will perceive them to be. To this end, he has carefully studied other people playing the game, and made changes

where they found the going The end result. Rod hones is an interactive story that, when read on screen, will make the adventurer shudder with fear and apprehension.

too tough,

Rod's first excursion into adventure came with Mansion Advecture, a fairly small 20-location game, played on his first home computer a Dragon, Locations are a subject on which he has definite views. "There's nothing worse than trudging rules and rules through locations where nothing happens. That is just boring To Rod, every location should



now and again, to see if he can

commodity that Rod has a lot nrafession Rod has a full time Writing Pilgrim watn'i too demanding, since he wrote it at his leisure, and was able to take his time about it But Dracula has been

commissioned and is being written under contract - a contract with a deadline. The approach of Halloween was too good an opportunity for CRL to mass as a release date for a game of this sort

Arriving home from work at about seven each evening, it is eight o'clock by the time he has ealen and settled down to his keyboard, where he will then work until about midnight, His wife, and his 15 year-old daughter Juhe, are very understanding, and didn't even object (too much) when he took his 64 on holiday to North Devon recently - to work on Dragula!

Rod hopes to continue with adventures in a similar Gothuc DRACULA

Machine: Spectrum 48k. Commodore 64. ● Price: £7.95

The coachman, a rough journey complaining about his humble upbringing on the one hand then cursing those who

So starts Dracula and the game, serves well to physicals normal at a botel In order to spend a restful night in preparation for your onward however, it pays to watch what you eat. You wouldn't want to

The game is based on the onginal Dracula novel by Bram Stoker - written some hundred or so years ago 1f you have read it, your

see, and CRL were being unconventional is promised.

has never before been done in an adventure. To add a further dimension of creepiness to the nictures there will be

form, Dracula is shaping up to type, and will be released in three parts on two cassettes

Vocabulary Atmosphere Personal

• Value Keith Campbell 9

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ook into my eyes. I know they're red but that's nothing to be afraid of. You are feeling sleepy, your eyelids are beginning to droop. Sleep is enveloping you. Don't be alarmed. I only want to bite your neck. Nothing wrong with that is there?

your necs. Nothing wrong with mat, is there:

Talking of hiting, C+VG's are band of vampire
buniers has put the bite on CRL and we've managed
to get some absolutely gruesomely and ghastly
Dracula competition prizes. They're horrific, in fact.

First prize is a coffin full of goodies, or should that
be haddies?

The winner gets a VHS video of Dracula starring Bela Lugosi plus the ultra creepy An American Werewolf In Lodon (also VIIIs). Not only that. Ho of she will get a copy of Dracula by Bram Stoker, four Stephen King horror novels and a his or bers Dracula mask, thy ves, and a com of the same.

The ten runners up will get a copy of the games and a vampire bat. We tried to get live bats but we can't fit them in envelopes.

So what do you have to do to win these prizes? Just answer the following horrible questions and send your answers, together with the princed coupon, to Dracula Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London ECHR 3AU. The closing date is November 15 and Van Helsing's decision is final.

- 1) What is the name of the area Dracula comes from?
- 21 Name two methods of killing a vampire.
- 4) What's a vampire's favourite drink?

portrayal of Dracula?

C+VG/CRL DRACULA COMPETITION

Name.

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Infocom/Activision

Machines: Commodore

64/128; Atan 800 Price: £24.99

Disc only on all machines, if you're under 18, or not very broad manded, you shouldn't even thank of playing the game — in fact, you shouldn't even be reading the review.

Right, now we've got nd of the ald fogeys let's get down to the

jucy bits ... Leather Goddesses — the first Sreelly adventure! — is a sexy rowp around a few plainets, in search of paris to build a machine capable of destroying the Goddesses, who plan to turn the Earth into a vast pleasure.

LGOP can be played in any of three modes: Tame, Suggestive, or Lewd. Default mode is Suggestive, and even the computer yeares if you switch to Tame. That leaves you switch to Tame. That leaves yast one alternative, and I took it Purely, you understand, to be able to warn you not to — it is far too powerful!

To start with, the game has to detacmine your sex, and it does this by giving you the urge to visit thrown into a very confortable cell, itimus your ordinary clothes. But don't worry, the Goddenses have thoughtfully provided you with a brass loincloth, — or a brase bitms if you want to the

'Ladies'
You have knuted freedom to walk around the building, and to your horror, observe what must

surely be your own fare.

Some poor wretch is being forcibly expenienced on — anatomical experiments on unmentionable parts of his body, involving some plastic tibling, and a Yak Ext your bear out leff.

Minter

Tearning up with Trent, your
buildy from the cell across the
way, you set out to destroy thous

friends before they can do any more harm. Especially to you! Trent, although not very bright, comes up with an onspiral design for a Super Dipper Anti-Inather Goddessen Machine, which he seribbles down on the back of a matchbook. All you have to do in to get hold of the parts.

Easter said that done in an infocom adventure, especially when the parts are an diverse as six foot length of rubber hose, a worlds, that are not much friendlier than the Goddenses! To start with, there's a mad scientist on Versus who is

conducting research into whether the sex drive is in the mind or the body Give him half the chance, and

Give him half the chance, and he'll trausfer you and Trest into the bodies of a pair of caged gorillas in his laboratory.

But fear not, a quick step into the circle at the foot of his shars will allow you to avoid this fate Only trouble is, you spot a

Only trouble is, you spot a length of rubber hore in the cage and it's just about as feet long What's more, there's no way of getting it out of the cage from the rabdide.

Even when you get out of this predicament and solve the many problem, there is some incide thanking to be done to unravel the logical rivint, and get back into your own body, free, and with all your possessional

Mars is not a whole lot better, although if you empry a spot of canalling as I do, you're in for a nos crime on the Royal barge Navigating from dock to dock is not too hard, despite the rather radimentary controls, but briting It's also instant death if you try to escape, or fail to shower But the promise of spending an

hour in the secret recesses of the maser harven, with one of the Sultan's 8,379 waves, in return for the correct answers, aroused my rournalist's investorative instrict.

Sharpening my wis to Wilkinson pitch, before long I was with wife number 69, who, amidst the exober perfumes, lay naked on the learning form and falls the

the exotic perfumes, lay naked on the luxunous fars and silks that furnished the place.

I won't tell you about what it feels like to kuss a revolung from

for it was a let down at the end.
With all this sentinousness.
LOOP would hardly be complete
without the scent of the many
odours that confront you, and so
here, is the first adventure game
with added consilied.

Inciteded in the packaging is a Scatch to Selff card, and if you want to sample a smell mentioned in the game, all you have to do is type SMELL, and the computer will respond with the number to scratch. Some of them are absolutely revolting!

Although the Infocont parser is as good as any you'll get, the more I play Infocent games, the more I discover that it un't quate as clever as if excelded up to be. Too heary tunes did it fast to recognise a southerne that seemed perfectly reasonable — like RISS THE PROG AND GO EAST.

The responses to ampossible actions are usually helpful, by selling you not to bother, and there's a cheerful COME AGAIN: if you press RETURN without entering any characters.

I played the game on a Commodore 84, and must report that it is parallyly allow, making lengthy dask accesses for relatively nample commands. This, of course will not be a problem on other machines, for i cuspot imagine that any drive can be

slower than the 1841.

Well, all this talking's not getting me out of the bedroom window
Believe it or not, there's x 1833
Ford parked outside, and it's got a loose headhold I fairt ootta oet it!

Keith Campbell

10

10

To the MORAL AMAGE. TO USE SAME OF THE SAM

the touet in joe's Ear, where you are full to burning with cheap beer. Once you've made your move, there's so sex-change available without restarting the whole game.

Suddenly, THEY strike! With a bunding flash, the aliens arrive, and cart you off to Phobos, one of the moons of Mars, where you are phonebook, e picture of Jean Harlow, and a few other bits and pieces. Your search takes you to other

planets, by means of a teleport system of black circles Stand on the, and you fall through to another world. But there are characters around on the other microsting, requires a careful analysis of the geometry of the canal, and the meaning of the control buttons

That dock is called My Kinda Dock, and it is the gateway to the Suban's Palace. The Suban has a sidale for strangers, and it's ustant death if you get a wrong first time

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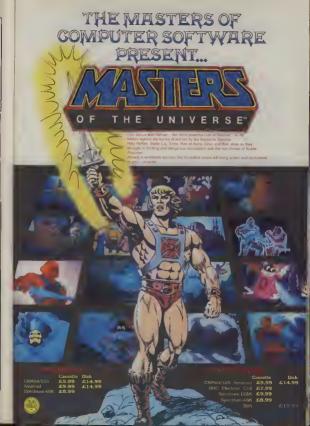
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IEWS/2

 Supplier: Mastertronic Machines: Spectrum

● Price: £1.99 Here is one of those strange adventures that accepts text-only input, but also has provision for sovetick selection of a number of

The icons represent some of the as necessary to input most congrands in text, using the joystick means changing back and forth from the keyboard. For me this is no traprovement over Over from one to another is an As the came starts, the player falls asleep, and can then only escape his dreams by passing

The game is a jolly little affair unconnected problems unlikely and an igloo, and unrelated

Dig in the sand with the handley (why not 'Sandman', for heaven's

almost recroscopic in sits. Were some time ago, to read his

sales?) and he will can off unto the sgloo See what I mean? Starting off is the worst part for

eye-straming letters, I'd probably

Almost as bed is the keyboard have been changed, and the rate A short decisive tap on each letter is required, to ensure that

only one character is entered. For some reason, apparently at random, the program takes it up itself, every now and again to unaccountable reason, it does Not a game to get up a good typing speed on, but fun nevertheless, and extremely good.

Ketth Campbell Vocabulary

• Atmosphere Personal Value

 Supplier: Atlantis Software, 28 Station Road. London SE25 5AG Machine: Spectrum 48k Price: £1.99 Mail order

- add 36p for P&P Thus is about a race of people known as the Morons, who, whilet joynding in space, stumbled upon and stole the three Pillars of Time The ship's captain, deciding to them from the sale, and hid them

When the theft was discovered. the Moron crew kalled have, but Where the Pillars were hudden Thus whilst acarching for them into a collision course with Earth

Your job is to teleport to the ship, find the Pillars, and get away find yourself in a teleport room, all

The ship is e big one, and on

network of corndors and cabons which has three levers ranging

There's the usual radio room.

Being a Mororuc Step, it appears walk-about game --- you will need to find out what's around, before

All the while you are searching consuming oxygen, and battery

Scattered around the ship are spares. They cannot be carned. with the help of a Moron Robot.

as to head in the right direction at

each level within it, there is a large given that a replacement is

> Moron is a Quilled graphs objects and locations into its single

Vocabulary firting the right object to its puzzle Atmosphere • Personal Value

It has to be said Atlantis have done it again! There's plenty of adventure there for your £1 99, and

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C+VG's STORY

It's five years oga that the first fun camputer magazine was launched. Ploneer editar Terry Prott boldly loaks back at what everyone else wont at forget — the early days of your favourite camputer magazine ond the crew that foltering missions into the unknown.

genering Step into the transporter beam quickly We're heeding back five yeers to a time when overyone's fevorance computer looked like a mis-shapen frabee and graphics meent black sonares in different sizes.

squares in different sizes
Swallow deep the heady
vapours of time as we
materialise in a dingy office,
there floors above a bombsite
in London's EC1 and
everybody's talking about

States

It was the first computer program I ever saw, spread out coross 10 pages of an American Atan magazine. "We went a mage ane like this but featuring this new Sinclair thingummy." No problem I sinveyed the C+VG flightdick and planned a first tissue based eround this

super Startrek program.
The office equipment budget didn't stretch as fer es an Aten—more like a packet of paper clips in our dreems whole stapters would waft and sway.

bringertly we set about translating the Ataricode onto a ZX81 LET 1 = . This was the strift, to boldy go where no piece of moulded plastic had gone before

Drisky Lientenant Spran Corneron was communications officer on the magazine "Wha" .IF1-0 AND 1-M THEN GOSUB 2000 . . . whet did you

say this was, Machine Code?"
Gradually the geme began to take shape A complicated affair of long and short range soms, victors and hostile Klingons. Then there were the graphics, mainly white dots.

"It's all quote logical Captein, the luminosity of the lone white provel on the screen is a perfect provel or the screen is a perfect provel or the screen is a perfect continuous and the screen is a perfect continuous assert from surface to the screen of the screen of

Emmerdale Form
Standale 15/3/81 Science
officer still in orbit in the vicinity
of fine 17 and only two weeks to
priess time. The crew are close
to mining ever paying for their
owncoffee We decide to birring
in a computer expert at great
expense to help the translation
along. Enter cheef engineur.
John Koblisher.

Error in line 18. "The memory" line take it Cep'n She's crying out for more power." Himmin seems 1K doesn't go very far, Time to search out more distinum crystals.



We spend six hours making ont our case to put to Star Fleet Commender Tom Molony (publisher) to invest £39 95 in a 16K RAM-pack so you see aff limske the comfought 16

times more powerful. Jast imagine..." He agrees to take onr case to the Federation,

Stardate 18/9/81. The issue is starting to take shape so it's time to prepere the shittle for a trip to the printers. We set phasons on stun, it promises to be a long discrission on the

revised copy deadlines...
"Of course he had the Pet at school, so we bonght a Snoclar ZX80. We thought about the Vic but when the ZX81 came out "Aurgh Kingons!!



We return from Sonthend with a RAM-pack borrowed from the production manager's son and the knowledge that wa shifilled our brief. to search out new civilisations.

Standate 22/9/81 One week
"fill pressday Sterfleet
Command seems concerned
ebout copyright problems I
assure him I have been given
fill permission to nat the name
"Startrek".

het n = Illip open the
e-mmunicator end talkto
Worner Bras press office. Two
deys later Leutenant Cemeron
gets an repert communication,
a telex rushed through the other
from Earth (wa Peter barongon):
"We know nothing about this
Statrick program No
parmission has been given. We
cannot, tepest NOT allow yon

CONTRACTOR OF THE PROPERTY OF

Looks like we are in breech of the Romulen Treaty. Damage reports are coming in from all sectors: our RAM-pack has an wikward habit of losing the program. ("No life readings Capin"); the science office is behaving illogically over an adventure colimn from planetary engineer Campbell. ("Strange Captain it seems he

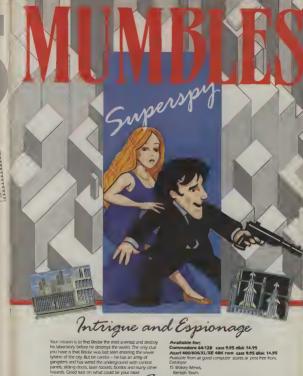
"Strange Captain it seems he actually enjoys playing computer games"). The flightdeck is full of Romulan dissoners.

designers
MicCoy prescribes new
earrings for the science officer
end coffee for the ceptain. He
can do nothing about the
Romulan designers and offers
little comfort on the subject of
the RAM-pack ("It's 'wobble"
Jim")

Standate 24/8/81 Ahead Warp Factor Four, we've hinted ont another 2X81 listing, Space Bomber, which rins in 1K. We descrivate shields, our problems are over

These have been the Voyages of the Stership C+VG. It's five year mission, to seek out new gemes and new challenges. To boldly — Energise!

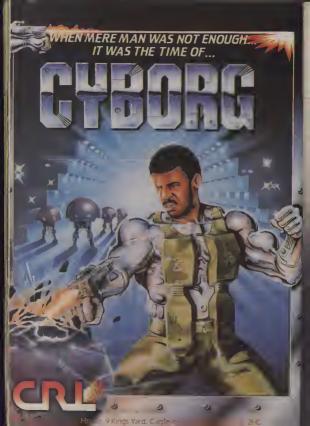
"Wake up Terry, we've got Beyond on the phone Seems they never game you permission to use the digitised pertines of the Startrek craw on page 8 of the Oct."



dangerous mission yet.

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From





















































Juharitaucu C.64 ER.95 INFOGRAMES

2)



Paris for breakfast_ Tokyo for lunch and the Golden Gate Bridge for dinner.

Here's a switch, Instead of ranning from monsters, you are the monster. Your choice of Godzillato. The Glog

A Giant Tarantula, Mechatron Robot, Or. others equally imsavory. What's your favourite city? Paris?

Tokyo? New York? London? How about Mnscow7

Yeah. A nice little trip to eat the Kremlin would be pleasant. Or how about a daring rescue in the Big Apple. A bold escane near Rig Ren. Or just pobbling un the Golden Gate for good. But don't expect a warm welcome.

Expect everything else those pesky humans can throw at you. Tanks.

F-111 fighters, Cons. The Army, Navy, Air Force and Marines. Even a nuke now

Stop complaining. You know very well you had it coming.











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The true story of the last five years....

well almost, C+VG goes out of control on this page as Juan Hu Nose, alias computer gury Mel Croucher, tokes a highly individual — warned and eccentric in other words - look at the micro world. Any resemblance to truth is purely coincidental.

Five years ago, when Narman ond Norma Normal thought that the Digital Computer was a rubber glove, that CD stoad for Corps Diplomatique, that a joystick was something to do with insence, that Baud Rote ruferred to Porty Political
Broadcasts, COMPUTER &
VIDEO GAMES ht the referred to

In the most valatile, hilanous, fastest and dangerous industry ever conceived by homo semi somens C+VG has remained constant as the Narthern Stor. with Tim Metcalfe twinkling. bright and stable os Polar

riself. To coll him a pillar of the establishment is hardly adequ-oto, (besides, pillars are meant to be lafty, slender and upright.) But I can't think of anyelse in the computing world who has given us five years of continuously splendid service. Happy Fifth Birthday C+VG. Hoppy Birthdoy, Tim. With many thanks, and my very best wishes for the next five

Right! That's softened 'em up enough, let's see if they'll print this load of libelous. egocentric, crummy garbage

FIVE RANDOM THOUGHTS FROM THE PADDED CELL

 When cars were first produced, they ran on electricity, petrol, steam, diesel, parrafin or chicken manure. Cassettes are like chicken manure, longwinded, messy and prone to carruption In five years time they will be ex-stink

In 1981, 1K of popular computing memory cast £84 + VAT, from the Chairmon of Mensa Five years on, 1K of popular computing costs 7B pence, from on ex-barraw boy in 1991, amnesia will be cured farever, free, by wood-

 In 1981, trestle tables were used by us innocent founders of British microsoftware to display aur wares to you, our

public. The cost £12,50pee per show, and I shared my four tobles with Mikrogen. Quicksiva and Artic. It was great fun. In 1986, several softwore houses paid over £50,000 for stands to display their wares to you, our public, at Olympia It

Law of Economics reods;

'HYPE = (EGO × \$)''

"Everyone's A Wally" shall be given oway free to the marketing personnel for the Onc, Jupiter Ace, Lynx, Enter-prise, Dragon, and all those other mochines whose nomes

coffice 69.000 ocned youths Clement Chambers grow hairy palms and go blind

1981: The Year of the Monkey

Clive Sinclar invented mass

onochrome 1K camputing. vented moss piracy

Rod Cousens was born in a lowly stoble, near Bethlehem.

Everyone played Fing Pong. (Same ald rocket new

1982: The Year of the Clair Sinchus invented most colour 48K computing.

Several thousand loonies

formed software houses Jeff Minter was assembled from Hozel twices by Druids

near Stonehenge. Everyane played Asteroids Gvt. Heolth Worning, "A ster

we forget. MSX fails to qualify, due to the current olignment of Mercury and Uranus

THE TRUE HISTORY OF THE NEXT FIVE YEARS (by Ivor Krystel-Ball) 1987 Clive Sinclair changes his name by deed poll to Alon Sugar, and loses a fortune with his Electronic toilet roll. Alan ugar changes his nome to

Clive Sinclair 'cos he says so, and is appointed by Queen Morganet to clean our streets of Richard Bronson.

1986. The Interactive Computer Disc is lauched, enobling any player to participate in ony fontosy, with true-to-life grophics, binaural stereo, touch, smell, and fresh ground

old con suriously damage your heolth' 1983: The Year of the

Rat Accountants, wholesalers. lowyers and sundry bor ste wards proceeded to no of anyone who breathed Matthew Smith was in vented by The Sun.

 Everyone Dungeons and gons. Orcs stoged protest marches outside Hobbitot

1984: The Year of The Cartiaads of noff computers went on sole in the high street multiples, and a law was decreed that they all be nomed after rotting fruit or neorextinct animals

out of his Cowboy Outfit and occount.

Everyane played Decath-lan Daiey Thompson become o one-inch-high weakly.

1985: The Year of The Pig Sugar Robert Mad Moxwell and Athle Robert Moxwell and Athle Rob to the Hun divided up the

The price of software

Geoff Brown was born in the US Gold Everyone played compiletions. Old software never dies, they just change the pack

1986: The Year of the

great funeral pyre was constructed from the corpses of the original computer industry. From the oshes, pedigree dogs orose, sriffing one another like

open season at Crufts. Mel Croucher was bourne kicking and screaming by the men in white coats.

 Everyone ployed Kung Fu You can make lats of anaarams from Kuna Fu.

1989: Hame computers are bonned by the Revolutionary Provisional Government, and micro users are rounded up in football stodia, forced to watched videa recordings of The Great Space Race Hordened coses ore tortured in solitary confinement by copies of The PiMan's Greatest Hits.

1990: The Ultimote Resokthrough in home computing entertainment is produced for the masses, by the Ministry of Pleasure. It involves a lightweight sphere, two monuol monipulation units, a symbolic division between East and West, and a smooth rectangu-4.dimensional playing oreo It is colled Ping Pong

1991: Computer + Video Dros Games celebrates its Tenth Birthday Sir Timothy Metcalfe organises o huge Chanty Con-cert in aid of tamine relief in

Farringdon Rood, ECI.

Why are we still in this industry five years on? Because, gentle reoder, we love

Mel Croucher.

ADVENTURE THRO

Montopeon Educations was

telecommunications engineer

from Blackmool, named Brian

written by a far of Scott Adams, a

rom small beginnings, mighty adventures have grown. Keith Campbell, probably the most looks back over five years of brain-bruising. mind-heading problem solving.

Howarth. Very much in the same style, although with slightly less hote' than Scott's sense, they were Golden Baton was soon followed by Tyme Machine and Arrow of



ive years ago today, the world's first ever fun computer magazza appeared on the bookstalls and starting in it was the world's very first recular adventure column Home computers, in late 1981.

were just emerging from the era of relatively expensive machines. such as the PET, Apple, and TRS-80, affordable mainly by enthusiasts, to become, more widely and openly, entertainment machines, such as the VIC-20 Fortunately, those early

endumasts were mainly interested in the tricks computers posid get up to, and writing the programs to do them. Such people ofter worked in mainframe installations. and sutton in a mainframe in the USA, was an mnocent little program full of puzzles and tweets Written for fun to frustrate and entertain other people working on the system it was the called Colonial Care.

This was shortly followed by a smilar game called simply Dungeon, on a DEC PDP min and hooked on both these games, a programmer working on defence projects took the format and devised a smaller and completely different care. He then set about seeing if he could cut down the text and fit it into the 18%

memory of a standard TRS-80 running from tape. They said it couldn't be done. He did it, his name was Scott Adams, and the game Advantareland, started off with is now, worldwide if not in the UK, probably the most popular form of computer game

16K was the start-point of this revolution and as hardware evolved, with memory, colour

graphos, and disk-drives becoming evaluable at ever-decreasing prices, so the adventure evolved. Some modern edventures might seem like a completely different gozze, be think carefully about them and you will see that they all have their roots in the Adverture format

Adventure and was written th the beguner in mind. After all, nearly everybody was one! In fairly abbreviated text, with sumple verb-noun prout, if soon became popular enough to warrant being into machine code, with various for the Apple and Atan The display method, of almost astantaneously updating the location details in the top part of the acreen, brought about by muchina enda added a sanso ol drama and excitement to a came

ready full of surprises. Little wonder, then, that this was the start of a series - some of them classics like The Count, Gloot Town, Mystery Fun House, and Sorceror Of

Claymorque Castle - which converted for new micros. In those early days of C+VG, when half of the Adventure page consisted of a Tutorial on programming an adventure in Basic, there were only sufficient existing games plus new ones appearing, for one review per month, with the prospect of running out after a WHAT OF SO.

There was a light on the horizon. however. As well as an occasional now release from the USA, new iventizes were appearing for the

and at a price to murch. With it carne a whole series of new advantures from a UK source called Artic. Adventures A-D -Planet of Death, Ship Of Doom, Inca Corne, and Exprension Island. These were very poni amongst Spectrum owners, but those early TPS-80 programs. In A-D, the plots were not so logical and devious, some of the spelling (particularly in Inca Corse) was stroctous, and often, the wording required for the player's input was

SWITCH and POINT SONIC are two of the more tortuous unus required, that spring readily to

Then came a major b ... the arrival of what has almost certainly been the best seling adventure ever — The Bobbit This made use of the colour graphics capability of the advanced parser, which accepted. conversations with independent characters who moved around of their own accord within the game. But perhaps more unportantly there was a picture to go with

started - the Graphic Adventure No matter that the Hobbit program was prope to crash if led certain Complex commands if became a

discover new bortel The idea of a complex parser was not new Infocom a US software house, split the DEC Dungeon into three separate pa running from disk on micros such as TRS-90, and Apple, and it had a very advanced parset indeed. Not only that it worked! This ionment went little noticed in the ITK, where disk disvers were a relative rarity amongst computer corners, but in fact Zork was available in the UK as early as 1980

With the arrival of the graphic adventure, Infocom's policy was to strage IL concentrating on emprovements to text, to produce paid off handsomely in the US Where the top inn cames list today razely lasis to include one from Infocom. But the incredibly cheap drive and the low-memory Vic-20. tended to attract people in Britain with low cost graphics opened

Nevertheless, in the UK, there is little doubt that graphics attracted many people to the adventure game, who might otherwise have smored it Unfortunately, this fact became an excuse for those respectable for accounting titles to be sold in the big chin stores, to instinctively reject anything Without pactures, frustrating those enthusiasts who preferred the mental pictures that imaginative

text can produce. However, there was an scention, as always. When the BBC micro arrived, it soon had many followers, and its backing by the BBC soon led to Acorn's stranglehold on the education machine at home as they used at school. But with a mare 32K of

memory, if was undersized in commerces with the overwhelmingly popular Spectrum, Thure wasn't enough memory to add graphos to an adventure came. Perhaps this was a good thing, for a whole senes of text adventures was produced for it by Peter Killworth, starting off

with the now classic And so a whole new format was Philosopher's Onest, These,



DVGMOUT THE AGES

actually to be seen on the shokes of the multiplest For some unknown reason, these cames

alone amongst popular adverdures, were never converted to run on any other machine
A breakthrough of some came to BBC adventuring, when a complex graphic adventure called **Twin** Kingdom Valley appeared, Still a popular game today, and played

Commodore, if was first released on the BBC. The graphics were. admittedly, somewhat garah in colour, but they were there.

Ry now, owners of the popular commuters of the day were becoming increasingly frustrated at not being able to play Scott Adams ourses, and a start was made on their conversion, by Brian Howarth, He had more guickly adapted to UK hardware and had a ready made system for converting from the TRS-80 format When graphics were added, they were held in moreovy and rust flocked on the present no hanging around whilst the player waited for the necture in he

drawn and filled with colour Around this time, a small firm called Level 9 were beginning to attract attention. They had taken the mainframe Colessal Cave adventure, squeezed it into a BBC micro, amongst others, and added a whole new ending. Two more games with original scenarios, Adventure Quest and Dungeon Adventure followed soon completed a trulogy. Then a

science fiction adverture, Snowball, really made adventurers sit up and take note and this was helped in no small asue by the ability of Level 9 to

release versions almost simultaneously for a whole runge of machines Level 9 had got the consumor de sorted out right from the start.

and made the whole process almost automatic Their reputation for high quality text adventures soared, and each new release was encycly awaited. It was a matter of great controversy amongst edventure enthusiasts when Level 9 succambed to the graphics graphocs system for Erik the

Viking, which they wrote under contract to Mosaic Publishing, specialists in 'Bookware' britation of existing fiction Once developed, as a matter of consumptial necessity, their own label adventures also had graphes, the first of these being Return To Eden. However, their moentration on the business and techniques of text compression

allowed them to someone more text into a new graphic adventure than had butherto be an possible in a text adventure The arrival of the Commodore 64 saw yet another development in

adventuring The big three as connected of the BBC, Spectrum and Commodore Through a very competitive price, the Spectrum

bronar bushound The BBC was a mality machine but soon become

Vastly overproed, faling to follow Diograms written using The Oxill.

the market trends and becom cheaper The Commodorn had a mamory than its rivals, and some stunning graphics.

The BBC recoured internal modifications to and a drive at a cost of at least 50% more: the Spectrum had no facilities for a standard drive. As well as attracting writers of new activentures, here, at last, was an affordable US machines, to which dask could later be added at an affordable page, and on which the big US adventures could be played. Commodore released. Zork and a number of other

Infocom adventures, in cut-down puckacing, at less than one third of their normal times. In addition, a whole range of new American adventures, mostly with graphics held on dark started to become available in the UK.

But the arrival of the 16-bd ucros, and the Atari S7 m particular, has seen the most scent advance in the advents format, in The Pawa. Although different in detail, with a purse; as nowerful as infocuse's and with graphics that really look like pictures rather than computer representations, Magnetic Scrolls has produced an adventure at least as good as anything the US

Adventure software houses have their own systems on which they can relatively quickly enter the decren data for a cum Without worrying too much about the program and operating system adventure author who wants to rnte has own game? It didn't take a firm called Glisoft

long to realise that there was a market for an adventure writing utility that would give the would-be author the speed advantages of machine code without the need to understand programming. The Quilt first appeared for the Spectrum, and was soon converted for other

soon saw a plethorn of "Optilled" adventures, many of them at a very cheap price it is all very well being able to write a crame without

understanding the probut nevertheless, use of The Omil requires a logical approach, and a good understanding of how to use it effectively. In shilled bands, and with further enhancements and eranhara eurahelmes later added to The Oniti. st can produce saperb programs Unfortunately, all too often, a

one has that 'Oulled look' about it As one leading adventure producer complained when one of its non-Ouilled games was reviewed as 'possibly Quilled (this magazine but NOT in the

eath: If the Quill is so recognisable, an perhaps the new **Graphic** Adventure Creator produced by Incentive, will gain a better reputation. Easier to use, it has more built-in facilities, a more advanced parsing system, is fully compatible with all combinations of tame and chely and looks less recongusable on the screen

Whilst these have been the main evelopments in adverture, there not to be formered owners. The article would hardly be complete without a memon of Planaula, the zany competition game, in which £7900, could only be claimed at one moment at the note place each year. C+VG's regular loony reader, John Yeates, was ongoally, a Pimaniac, and the

gama kept him and many others +VG's own Mike Turner, of Star Dreams. He was absolutely convened he knew the sorwer but transport problems on the day nagine his autonishment when be learned that he was not only wrong, but that he lived within a

Another prize was offered in Eureka, an epoc with five games in one and the prize was at engurmous \$25,000 cash. The adventure world was delighted when executably both of these

pages were claimed, and seen to ре перапе A less happy story was that of ors to the amazingly pormlar Robbit Even if financially al, both Sherleck and Lord Of The Rings, (Part 1), eagerly awaited by Tolkien fans, was a

arrived - too easy not authentic. and full of bugs was the general concensus amonust its players There have been offshoots from the transfer of advanture There has been the development of the 'eronde admenture' which has caused much confusion in the mands of computer carnesters abfamiliar with the format of true adventure lovenck operated, and asually with no text, the problems just cannot be complex, and are more implied than bosed. More often than not, it is areade skills rather than mental againty, that leads the player to completion. In my openion, it is a pity the word adventure' was ever used in their

Over the last five years the C+VG advanture column has evolved from a few sample programming tips and a review, occumyzna a smale page to a mail, the Helpline with its high fevel of reader interaction, specfeatures, competitions and numerous reviews. The staggering growth in Adventure mail reaching G+VG, has reflected an ever-increasing interest in the enprect

An entertamment form doesn't achieve that degree of success by standing still, and in retrospect. the progress in Adventure over the five years can, perhaps, best be measured by two games — Adventure land and The Pawn Adventureland was where we

came in. In its time it was the state-of-the-art classic, and is stienjoyed today Crusp, cryptic, and sext only, it thinlied new computer compare with a whole new came format The Pawa is today's classic adventure, combining the best features of disk text adventures, with artistic pictures. using the advanced graphics

Carnabulate of the latest technology in home computers. When I first started out writing that single page column five yo ago, identified by the same style logo used by features on Checs, Go, Graphics and Sound, little did I smagne how dramatically its shape and size would change over the years Thank you, adventurers,

for your support and encouragement, over those five years Without a doubt, this is white kept me come when deadlines. were close and the pressure was

I look forward to branquist you a ther history of the world of Adventure in 1991!





Welcome to Computer + Video Gomes' Birthdoy Honours celebrations

As you may have guessed by now, we've been oround for five years. That's same achievement in the fickle, fost-changing world of computers. But we're not alone. There are other survivors

ond, of the Personal Computer World Show in London, we presented them with our own special owords — a Big Red Baked birthday cake and a bottle of chompogne.





The Review C+VG GOT Wrong - Monty Mole by **Gremlin Grophics**

 C+VG's Deputy Editor Poul number one smash, Monty Boughton presents Gremlin boss Ian Stuart with his coke and champagne while explaining that our less than kind remarks on Greenlin's

"Fair Comment," says lon as



Longest Survivina Softwore House — Hewson

Lean on me. A beaming Andrew Hewson provides central support for his relaxed refuses to smile, prefenna to



 Spot the wally, Mikro-Gen's Mike Meak deades champagne and birthday cake Paradise, while Tim explains Ricky Steel, star of Mikro-Gen's latest offering, Stainless steel



Longest Surviving Softwore House — Level 9

 C+VG's are adventurer Knith Compbell explains to proper sequence in which to blow out the cake's candles explodes and the champagne





Most Innovotive Softwore House -Ultimote

 The ultimate cake for the Ultimate software hause, US Gald's boss Gooff Brown accepts the bubbly on behalf

as the most innovative software house of the past five years. Play the Game, says Geoff Only if you rememb of Ultimate who take the cake to send it to us, replies Tim

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YEARS OF COMPUTE rald have set you back 595

t's amazing how many micros and games machines have come and gone since C+VG's first issue five years ago. If you walk into your computer shop today, you can choose from around

computer stup untary, you can enough the month of the lib different computers.

But if you wanted to buy one of every computer and games machine that has been around during C+VG's lifetime how many do you think you'd end

up with? Twenty? Thirty? Forty? More? Robert Schifreen decided to look back through the past 60 issues of the magazine, at some of the computers and games consoles that featured in C+VG. It's not really surprising that most of the hardware he found is no longer available. Cast your

Hyon had a 145 marking for mind back and see how many of these YOU remember.

MICROS PAST

One of the first cames in the area C+VG was fer the Acorn Atom. I 1981, the base machine cost £170. had 3 K of RAM and an integer vertion of Basic Integer Basic me that you could only write programs If you typed a command like PRINT 7/2, you would get a result of 3. because the machine couldn't

handle the misturning half The advantage of working only with integers (whole numbers), was that the Basic interpreter shelf was smaller and would take up less

When I first joined C+VG at the start of 1983, one of the few competers we had in the office was the Atari 800 In its time, it was a very advance machine

An 800 fwith decent keyboard. unlike the 400) with 16K would have oust you £645 then. For that, you get. 16 colours, 8 levels of brightness apper and lower case display (quite rare in these days), 320 × 192 mouth of graphics, sound, and a joyetick

I remember when Beyond Software was first formed I was tovolved in testing their S.S. Achilles game for the Atari 800 Yen had to load up a spaceship with variou goodies, but avoid being caught by

the green, sliver good that was spreading round the planet. Remember the Adam? Most people would like to forget st errogally Coleco, who made it. Lockily for me, I have almost managed to forget it, but

campletely aka today's modern il sthe Addes had a securate letoroifus and main system unit. The system that held the inner workings of the machine, along with two high-speed tape drives

These were cassetta decks which stre totally under the accomb of the contango there were no buter press. Coleen like ned them to disk drives, but even the Commodore 1541 was fast by tompanson

As with most new nurchuses, Coleco sent us a free Act in to per in the office. Normally, when we get a free machine, we try to hang on to it. If the company phone up to ask for at back we make up excuses. With the Adam, we actually eatled Colen and asked them to take it back. Eventually we managed to remande

The Atari VCS is surely the head elling video games machine Whenever my new game arrived in the C+VC office, we would throw at into the energet box, depending on what machine it was fer. The Atam VCS bux seemed to overflow every couple of weeks, with Atari and Coleco both beinging out new titles for it In November 1904 an Atazi

The Commodore VIC is anoth of that small group of machines out featured in the very first C+MG. The basic machine cost £195 and if you wanted a crassette recorder it would set you back another \$44.95

The VIC had SK of RAM best be-Basic interpreter used 1 5K for steelfwhich left 3.5K for the user to write STOPPING BY

Watting few months of launch there were 3K, 8K and 16K evanaion packs for the VIC. What made my life dollowlt, though, was that not will the expansion system were the care

axatople, you couldn't negrocarily use program that was do for the on an 86 machine without what I call planning, modern. Apart from the main circuit, the rest of the case was obacty Hyon wanted extra me

graphics sound darks, printer interface, RS-232 interface and so on. you had to buy extra cards to sled up By the time you had filled up the slots to make a decent mechane, the whole thong used to get so but that

ou had to run it with the lide of to stop at from everheating. The two Sterres Globs and Wagniak), who designed the Apple. were two of the luckness people in computing They designed their first micro in their garage while they were still students. They trok ene to school, everyone liked it, and eventually a company approached

them and offered to put them in



Ah. I can see it now Hapov memories of sitting in the C+VG computer room in the modile of the meht, playing Smarf Researe The Colecovision gamen console was the first to bring really bush resolution graphers and decent sound into the Whole the Atam was selling for

under £160, the Coleco started off at £199 To be able to reach the castle and free Smarfette from the wacked Gurgamel, it was worth every penny I can hear thet tune coming back to me when now

Although it's stall efficially available you won't find the sey to walk unto a shep new and buy an Apple micro The curly machines ecst around £600 and came with

There's only been one real failure from the Apple stables, and that's the Lisa, it was too expensive and people dadn't buy it. The cut down version of the Lasa became the Macintosh Commodore's Pet marked the start

of this country's personal computers its heart was a 6502 chip, as used in the Beeb. The machine was designed by Chuck Peddle, who also designed

Pet, by the way, stood for Personal Plectronic Transactor The VIC stood for Video Interface Chap, which was at the heart of that particular micro The Pet starlf looked like a tank it was solidly built in very heavy metal A menitor was included and. with the earlier versions, a cassette recorder was brolt in port to the

keybox

The Seventh Empire, C+V(ra own play-by-mail game, was ountrolled by the office Pet. This myelved typing in around 4500 names and addresses when the game was first set up, and entering a

was first set up, and entering a thousand sets of mones every meeth I got to know the Pet's keyboard very well, but managed to retean my samty with hourly diversions to the Coleon to keen Smurfette from the

The Computed UK101 was a sirect copy of the Superboard II from Ohin Scientifies Inc of America It was made in Strain and, with its American coonsequent, was one of the

American counterpart, was one of the out-popular a stems around the of the Zivid and 81. The machine came with an 8K Basic BOM and 4H of mentiory. There was a custoff to the factor and nothing else. No graphics worth opening of, and wound a sil.

Over the years many computers.

Over the years many computers we been questly introduced and quarkly, indigated a questly, shed nway. Dan was the first of these by the control of the contr

The earliest mention of the Drugon in C+VG comes in August the same jume that saw the magazine's first over Spectrum being

Inting.
For just under £290, you would get
a 32K micro with Basic, colour,
sound and joystick ports. Only a few
games were ever made for the
Drawn, and most were hornerly.

alon

Right from the start, Dragonia where timing department found throat view in the start There was a tod-pueb where it is c-VFO headed within start to your write. It was all about a conversation between a many this write. He wanted a Dragoti, Dhe wanted a washing meebine and told him to the start of the st

Wine incry where were not assumed, and the a war estimpted. The speech it have both print, really, as a the computer soon componend as well.

Normadays, you made write a Strong program on any home successful work of the computer of the co

From the outside, the machine just eight of outered buttons. The machine would make some of the buttons light up, in a particular sequence. Your task was then to press the buttons in the same order as they had lit up. Now that's what I tall employees.

In 1986, Sinclast produced the ZX-80 it over 159 95, had a memory of 1K and used integer Basic This meant that you could only write taxy programs, and these programs could only use whole numbers. There was to sound, very crade graphors and the worst keytoard thet anyone had

The reason for producing the IX-80 became clear in 1981, when the ZX-81 was leunched it too had IX of memory, but a 16K expansion pack was prumsed and, what's more, it arrived

is arrived. It was just about possible to write games for the machine, though the graphus were still crude, and there was still no other or soond The insylvated actually moved, unlike the ZX-80, but was still about to use Than anchone was a massive success.
After all, compared to the ZX-80, at was a more before or actually may a more before or actually may a more before or actual or

was a tuch better machene. By 1984, C+VG was the cely magazine that still judhabed bistings for the Texas TT-9948. The not wave companes had long since given you so we were almost the only source of ordware for it. The only stoher activates was available by boying imported certridges but, at around 200 at time, they was out of reach for 200 at time, they was out of reach for



term to the time of the QL Linears, Commodes Reported the Plans 4 and the Commodes Reported the Plans 4 and the Commodes Reported the Plans 4 and the Commodes Reported the Plans 1 and the Plans 4 and the Pl

software, for around 250.

The Plat 4 was Commodore answer to the QL, sinkningh the QL wasn't a very good question in the first place. Like the QL, the Figs 4 was successed.

hadn't even finalized the name! When it did appear, it had 64K of RAM, 350,000 pixels, 256 colours and steree sound

With such a revolutionary computer, no one was going to buy one until there was sufficient stock of meant games for it. Unfortunately, the same were slow to arraye, and so the mechanished of all in large

numbers. In Nithet sold in amaungly small numbers Theompray officially work box a rise weeks ago. Before everyone started having home computers, you used to hear water pretty alrange moses coming freedingship piles of books when stude that were surroused by the doors



aprendances, database and graphics

However, whale each program on the QL computed around 80K on a macrodrive cartridge, all feur Commodore programs were built into

a single 32K BOM.
From its Jameh, everyone realised
that Commoder's so-called business
software just wain't. Even in those
days, no one wanted a word processor
that their handled 40 columns
Aithough come to think of it, the QI,
had 50 columns and no one bought
that either.

that either.

Remember the Elan? Or was it the Flam? Or perhaps the Enterprise? The machine was announced so soon before being available, that they

honework. What they were actually doing was bushing away at one of a number of pocket arrade games. One of the best sellers was Galaxy 1900, a numi invaders machine with little praphics but lots of sound. Fair value at around 220, and a popular Christmas present at the time

Christmas present at the time Game and Watch was another in the pocket machine line-up. The machine looked like a flat calculator, with a large LCD screen around two mehas square. Lake the Galaxy 1900, you rould play Inviders, but there were other exames available too.

And after a hard night of playing with it when you were supposed to be asleep, someone would usually shout up the stairs "Hey, stop playing with the t thing Don't you know what the it so?" Luckly for you, the makers had built a clock in to the mothine, so you could shout back the

Just about every home computer over the past five years has used Basic as its language. Now companies don't launch a product unless they've done their become and are confident that it's what

people wind.

If you don't do your homework, you end up producing a machine like the Jupiler Ace Thin machine used. Earlier that the Jupiler Ace Thin machine used. Feeth instead of Basic, which us so complex language, shiftought much faster than any version of Basic that was strought at the time So (ev. machines were sold, that they are still available toolly. At the last count, they were going for around 250 on a stand at a reveal Studier.

Believe at or not (I didn't), the Intellivision was around for usue one of C+VC. If recovering smurfs was my lavourie pastume on the Coloco, then bailding hamburgers was what the intellivision was made for Burger Time was the name of the game and our direct designer Linda, now somewhere in Menon, thought the little chef was so cute that she kept taking the machine home at

One of the reasons why computers have advanced so far in so short a time, is that each manufacturer is always trying to make his muchine the best. Thus competition is what keens new machines communicat month after month. The only annoying part of all this, is that machines are rarely competable with each other

You can't put a Beeb disk drive on a Commodore 64, for example And even if you could, it wouldn't read disks from any other morro

So m 1984 those ever-so-clever Japanese came up with MSX It was to be standard for marrocomputers with each MSX computer being able to use a pempheral or program of from anwather

There were about 14 commanues making MSX machines and, what the agreement meant, was that none of them could improve on their machines because that would make it monnable with all the others

Needless to say, the public waren't impressed and MSX flopped. In Japan, though, MSX is all the rage. When I was lucky enough to go to. Tokyo at the end of last year, MSX was still fasely strong

Just as the Spectrum was announced, so was the Oric Which was very fortunate for the computer magazanes, as they could all publish

articles on which was the best huy Overall, the One lost. Its keyboard was even more upusable than the Spectrum's Most important, though, was that hardly anyone was producing software for the Oric.

while thousands of games appeared for the Sinclair When the Oric version two came

out, things didn't get much better for the poor company. They now had not only a grey and white computer that wouldn't seil, they had a black and

redone too

The Sharp MZ-80K was also around at the start of C+VG. Like the Pet, it had a built in monitor Unlake the Pet at had sound, but no volume control. Whenever we were sulting through Sharp lettines in the office, my first job was to locate the SOUND commands and remove them, otherwise we'd get complaints from the school next door.



harder as you keep thinking about If you hadn't realised before, was will what has gone before One thing's for



certainly appreciate now just how far the home computer industry has come in the last five years. But what

will we be written about after five more years? Commodors's new Amiga can produce graphics of normal colour television. It has stereo sound, a synthesizer and sound sampler. What will come next?

Aosen will be producing a RISC machine some time next year. This uses a special chip, with what's known as a Bedword Instruction Set. which is why the computer is known.

owen RISC The benefit of RISC technology is mately an increase in speed, but will Accen pince it too high and stap it selling

A cut down version of the Beeb is. due out soon. This will, it is rumoured, include a disk drive and monitor, along with a computer that's a cross between a Beeb and an Electron. The idea is to take on Amstrad, but can they win? Amstrod, meanwhile, have just Isonched the PC-1512 Those an IBM PC clone, known within Amstrad as the AIRO (the Amstrad IBM Rep-Off). This machine uses an operating system called MS-DOS. which is one of the most popular systems in the States, where IBM PCs are used he avily as home computers

teriam, though - the names player won't go short of muchines. See you

MICROS PRESENT

So much for all those old morros and games machines. What movadable now? Well at the moment there are five major companies in the running

The Spectrum is certainly the best selling home computer of all time Sales in this country and broad his saire ady topped a

Amstrad launched their first micro in 1963 and these are selling

Commodore's 64 is still in the running, but has recently bee of reed by the 64C, which man perudict 64 in a cut-down C128 a his was rough for the first time at the PCW show in September One of the most untarestime

marrams that CAMC mer p for the Beeb was wrigen by Mike "Lords of Milliaught" Sharleton, It was October 1983, and C+VO went in se third dimension. There craphics programs for the Beck, as and Ata The programs generally stereo

sages in red and green, to be viewed ugh the spousal glasses that were

in the interests of research, we tried to sect sold of other magazines which had privated 3D pictures, to see how well they worked At the time the only magazine that had used the process was one of dubling was sold with a warning about not



for your money.

Atan, Commodore Have you notseed how many computer companies begin letter A?

The reason for this, as started by Apple, was so that the company would appear at the kep of any alphabetical list of computer communies that was published. Acuro's Electron is almost on the way out. If still available in some shops, thrugh, and W.M. South are correctly selling 6 for 239. An upgraded Electron, with hints of the Beeb basit in, is being planned by

showing it to Landa, who had hever been down a pit an her life, was the only person who would voluntee to go eat and вита сорт.

temour has it that, following the fulure of the QL Clive Speciar decaded to take the money and run disfortunately for hom, he left m n C5 and the battery packed up at the end of the road. Never mind, of least he achieved the oltimate ecrolade of being unmortalised on Spiting more, along with such famous naisties as a sheep and an 2Interface Lead





ICONJON

Who, was is to program fad doesn't would to die?
Why it TRIES TO ESCAPE, OF COURSE!



A DESCRIPTION

Maxwell House, Worthlip Stree

Landblack

PUBLICATION OCTOBER

£8 pe

Steve Crow, C+VG's Golden Joystick Programmer wicked queen of the land of Torot has tricked a

The Presents know the villages and tones ovel although they are often sawn

ne, with

the screen your score on the left, the number using a just to the right or energy, wedpon and

r occur. These fluctuate as





THE TRADING SCREEN

Once usude the house, shop or other unhabitable area, the screen will change in the top right corner of the screen, the character with whem you are trading is depoted. Below that is a chest command More of that later Finally, on that side is the exit

Down the middle of the screen you ran find the various services offered

by the character A set of scales signified that you may be able to trude with them. A signipant will tell you that you can find out your location. There are also symbols for supplies, inferrention and a magnetic service. Finally, the porturalities was will allow you to pay a fee at a tell outs, about your want to

Using the cross-shaped curser, y select which service you require, at how you auteed to pay for it Should you dechee that it's worth it risk, you can choose to try and rup of the armost of the healthese. a Innocest. The best idea here is to et the arrow change a few times in ider to get au idea of the rhythm. Make a map! It s pretty damned.

Make a map' it a gretty dammed sough remembering where you are in the mane of streets, and when your energy in being drained at a redictalous rate. It assesses that that you can reach somewhere with a supply

of provisions

Firstord will be released on 28th
Uctober on Spectrum, price E8 95
Casaette Amstrad price, E8 95 cassette
and E14 95 disc and on 25th
November on Commodore 64 price

 The following is a list of the required stages through which you must pass to achieve the ultimate

Pheasant, Serf, Charl Thame, Squire, Knight, Baronet Baron Dake, Overlord and Fireford





Isaac Asimov's

SCIENCE FICTION MAGAZINE PRESENTS

KAYLETH

NHERITANCE

MITTE HOUSE, ARREST ROAD ENFIELD, MIDDSX, ENT 2RD

Things couldn't be worse. No money, no food, no hop Until the day of the telegram. Now you must get to Las Vegas. And Why? To win a million dollars, that's all!

It won't be easy, you may not even get out of your hotel, let alone survive the ordeal of the airport. And have you the skill, and the luck, to win in the Casinos of Las Vegas?

Available on: Amstrad (Tape & Disk) CBM 64; MSX and Spectrum (Tape only)

XTRA

ITS

SOFTWARE UTILITIES

Some interesting software goodles have been arriving on my desk recently. Although they can't be classed as hardware edd-ons, they are designed to make more out of certain parts of your micro so I don't see why I can't mention

comes PrintMaster, It's a utility that lets you create banners, signs, greeting cards, calendars and personal then prof them on a dot metrix

printer There are some 111 different loops which can be printed in a number of different. sizes and patterns. Add some text of your choice and the ob's done. If you want to design your own icons, there's an editor that lets you do just

Your dealer should stock PrintMaslar. If not, tell him it's trom Ariolasoft and ask him to order it. And you may as well stock up with printer ribbons while you're there

Also for the Commodore comes The Newsroom, it's ike Fleet Street Editor, and allows you to use your micro newspaper articlas.

This package comes on two disks and includes a well written manual lo guide you through all the processes Involved. You start by designing a gnd for your page, which splits up the page into.

say, 8 different erees, Into each area you can then put a story, a picture, a big headline

The neckage contains e number of pictures, and you can add your own if you want. features which will for exemple, run a story eround e

picture on e page. The Newsroom is from Springboard, who are based In Minneapolis, USA. You should be able to get a copy from you dealer.

MAGIC DISKS Robtek heve produced something called a Megic Disk

Kit, elthough I can't imagine why anyone would want to make medic disks! Actually the kit consists of two disks for the Commodore 1541 or 1570. The first disk is

a cleaner, which has some special cloth inside a normal floopy disk cover. The manual in your drive for about 30 week.

Personally, [would recommend

use a cleaning disk, except as e last resort if you are having great difficulty loading

programs. The other disk contains programs which will, save the

your drive. If you have trouble with a dick drive that's under guarantee, take II back to the ask for it to be repaired or replaced. It the quarantee has

But don't try tion a dove that is repair under quarantee e drive Ihat you have demaged by making a mistake with realignment progrems

AMSTRAD PC-1512

As I sit writing this column one sunny Salurday in August, Amstrad are just about to launch their new compuler. By the time you reed this you will know more about it than I do et the moment Basically it's an IBM PC compatible mechine thet uses en operating system called MS-DOS version 3.2. It is elso supplied with GEM and

e mouse, an advenced disk-based Basic, e. monochrome monitor and a single 5.25-inch disk drive, ell

For another hundred nounds, you can have a colour monitor or enother disk drive. This mechine certainly looks like being e massive seller for Amstred Sources tell me that they have had

ONE MILLION copies of the menual printed. They phylousiv hone to break ell sales records with this one. More details next time. when I've menaged to pley with the machine myself.

PCW JOYCESTICK

Cascade Gemes have leunched a joystick adapter for the Amstred PCW micros. It's called the Joycestick Interface (gernt?) and it costs £24.95.

The interface plugs into the edge connector on the micro. and gives you e stenderd 9-pin connector that will take any Commodore or Ateri-type

Your local deeler should heve one in stock, or be able to order it.





28 AMSTRAD CBM64/128 AMSTRAD CBM64/128 AMSTRAD CBM64/ BITES BACK TRAD CE

CHEAP MONITORS

Yes, I know that monitors eren't cheap, but some are cheaper than others. Thomson seem pretty good value to me, and are now beginning to make an eppearance in this country (thay're French, you know). Commodore compatible

ones start al £109 for green screen and £270 for colour. Philips also produce a range of monitors, including helpful laaffel that lets you which monitor is compatible with which micro, and the type of lead their you need to



from Mercury Instead. The benefit? Cheaper phone calls, so they say

so liney sey.

For the latest information, and a copy of their very glossy brochures, write to Mercury Communications and 90 Long Azre. London WC2.

can be 8K or 16K types. You can plug any Acom interfaces into the back of the ROM Box if you want. Now that you heve a Rom Box, you'll went some ROMs

Box, you'll went some ROMs to put in it Guess whet? Stogger produce e whota range. Surpnsed? No, nor am I. Their list includes a

machine code monitor and debugger, a sidaweys ROM manager and e ROM based Word Processor. With so meny shops clearing out Electrons for around 230, this may be a cheap way of gatting Lind compating. Call Stogger on 684 81,1634 if but went more

details, or a copy of their calelogue.

MORE COLOURS ON THE BEEB

Wild Vision are producing an extended colour card for the BBC and Muster micros. It gives you a choice of 4096 colours, of which any 16 can be on the screen at one time. The Paletternate Graphics Card costs 149 plus VAT, and details can had by calling 091 281 8481.

DISKS IN A HURRY

Have you ever speril ages perfecting a program and then realised that you heven't got any more blank disks to save it on? You probably have to do what it do, and delete an old file to make some space. Disking, who set special halles it that a possible, have a special halles at the special probable special halles at the special special halles at the special layou call hem during the day and give a confid card number, they it have a box in the post within 4 hours.

CHEAPER

The way to a hacker's heart is to pay his phone bill. It you're unlucky enough to have to pay your own, you may be interested to know that your phone bill may soon be cheaper

Mercury Communications is a new compuny against BT to supply telephone lines. At the moment, their service is only aveilable to businesses. But within the next tew months, you'll be able to give up your BT phone line and rert one

C64 TAPE TURBO

Finelly for Ihis month, news of a Turbo Tape for the 64 lif's a short proGrem on Lape which once loaded, allows you to save and load programs on a Commodore cassette recorder fen times basier liban normal. It won't work with protected software, Ihough Shill, whell do you expect for only £4.95. The tape is from Roblets, end your dealer

should have one Right, thet's at for this time. See you next yeer, in January's issue.

ELECTRON ROM GOODIES A new range of ROM

expansion units for the Electron was launched recently by Slogger. Why any company wants to call itself Slogger beffles me, but I'm sure there must be a good reason somewhere.

Their Rom Box plugs into the back of the computer and holds up to 8 ROMS, which





ROM BOX

The Latest Smash Hit from KONAMI





SPECTRUM 97.95 COMMODORE 64/128 CASSETTE £8.95 DISC £14.95 in case of difficulty send cheques or AMSTRAD CPC CASSETTE £8.95 DISC £14.95 MSX CARTRIDGE £15.95

Available from all leading relations and postal orders to: NMC LTD., PO Box 67, London SW11 1BS. Tel: 01 228 6730



SOFTWARE SPEECH

Speech synthesizers get mentionad quite frequently on this page and hera's news of two more. What's most interesting is that the package consists of just a program on disk or tape, and no extra hardware bits.

The programs are from Superior Software and are for five Commodore 84 and 128, and also the Amstrad CPC range. They cost 19.95 on tape. The Amstrad on a is also

on disk for £14 95.

The programs add e SAY comand to the machina's Basic, which means you can write progrems that will spaak just about any word that can be made up from tha 49 sounds the program can produce

PAPER AND THINGS

If you still use a ZX Printer or an Alphacom one and you're having trouble getting the special paper, Microsnips tell me that they still stock it. They're in Mersayside, so give them a ring or 051 630 3013

FREE MUD

Yes, it's true I've found a way of playing MUO on the Essex Univarisity computar that's totally free, a part from a phone call. You don't seven need a PSS account You'll need a 12007/5 baust Micromati and you will get a prompt on the screen. Type LOGON H.H. and press RETURN Then, to connect to Essex, type CALL A00004988000 (that's 'A followed by a Yestos followed Targot).

You will now be connected to Essax university. Type HOST 1 and press RETURN, than LOGIN 2653,2653 and RETURN again You will be asked for a password, which is usually GUESS or GUESTS. Balore you reach for the dial, remember that this free

account only works between

account only works between 2am and 7am, so you'll need to either get up early or go to

bed very lata incidentally, if you're trying to get through to the demo number for ET MUD as mentioned in September's C+VG, you may be having trouble with the identity code, the id is MUDGUEST, and not MUDGAMES

MORE SOFTWEAR

Remember the article last time about a printer inborn that produces iron-on transfers? Well here's something else that no budging clothers designer can do without, it's a program for the Beeb called SOFTWEAR which will

generate knitting patterns
Using any art package (like
AMX Art), or the program's
own built-in system, design a
colourful proture on the
screan. When it's done, the
program will print you out a
knitting pattern on e printer.
Follow the pattern exectly, and
out will knit a uimore with your

you will knit a jumper with your pattern on it The company are currently working on an interface to a

knitting machine so that, once you have designed tha picture, tha machine will knit it for you as wall. Cell Newsight on 01 627 3149 if you want to look yery

casper this winter.

If you're stred of playing MUD for free, try Casper, It's not a geme, but an electronic version of the y allow pages. You diaf if up with a modern, and browse through it on the screen. If you pay £5 you can apply for a private mailbox on the system but you can, if you want, usa it for free. At 1200/75 baud, it is on 01 724.

REMOTE

Ramember tha Aquanius counter from Mattel? No, not many people do. One of its best features was going to be the ability to plug special devices into it that would let yu control any alectincal applianca in your home. The lidea was good, but unfortunatally the system was

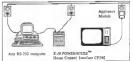
Now, though, you can do the sama thing with a Commodore, Apple or IBM PC. Powarhouse is an American product which uses special 13-amp adaptors and the computer's RS-232 interface There's menu-dovan programs to program exactly what you want to turn on and off, and when. You could, for example turn on the lights or the central heating just bafore you gef homa from work There's also a thermostatic controller which you can program to go on and off.

If all this sounds like fun fo you, write to PowerHouse, X-10 (USA) Inc, 185A LeGrand Avanua, Northyale, NJ 07647. You can call them in America on 0101 201 784 9700.



Meduta Men S

7	LOCATION	DESCRIPTION	CODE]	TIME
— F	1ASTER RETROOM	ARR-CONDITIONER	A 1	1	FRDAY
	AHEY ROOM	TV	A 2	OK.	7 30 22
	CITCHEN	COFFEE POT	A 3		_
	EBRIE'S ROOM	LAPP	A 4		FLES
	IVING ECOM STEVEN ROOM	FLOOR LAMP	A 5	on.	SAMPLE
	SARASK	CELING LIGHT	A 7		SUPPER
	CEVIN'S ROOM	FIRST TANK LIGHT	126		VINTER
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However, the mosafers hand to behave the shanking codes subgracapen one or sight to behald. The stary goes that sech-monate is alway goes that sech-monate is any goes that sech-monate is madily a humans but chamical and other forms of malury hore causes them. Inside A hope like The Holds. Anyword, 25 penc.

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For lovers of the rickculous Rampage is a must. Easily the furniest and one of the most playable games I've ever se

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tas la califert for bornes sowth. Set fisse dent hamp crowned for long, and soon disappear if you don't une on these quickly. Each screen consist of platform is a variety of elegacy sind sizes, some of which make up quite philosophy primers, though had makes? all the border to color the executives. For a variety is questioning.

caste g as the norder is exerciconsters. Even harder is exercitem with bubbles, as the bubble ofly fravel a short distance. The teans you'vis get to get langerously close to stralis is an i upwards but the bedefine look them for u limited time; dep is to throw out loods of les, then when there's a goo in, teep up and explode ther arms points.

coefforolly, letters appear if veral of the enemy one applodes the same have. Get to the letters iddy—they spell EXTEND reven more points.

funces both of you know a aboration or screen and con act as a sear to cheer if of notifies. This is the first films films 1 we seen that familiar faculture used in an endingry two playing against of this stort, So for this faculary, pronounced on Attarit, Gountlet, host been keep for the three and four-player biggest like Claratif, Amorgan and Countlett 2. It's a veglooms addition.

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long time ago, in a far off solar system there was a planet known by its ol like earth but had very advanced technology and was uled by one government. But all good things come to an end of hand, grew into a massive civil was most of the Developes were wiped out by the powerful

veapons used by both sides There were a few survivors and the once great civilisation began to use from the ashes. First the survivors farmed inbes. Then they created settlements - which

became lowns and cities. Most of the population of Devet The equipment and to make use of centred on the cibes and these evolved into City states each ruled by a Governor and quarded melhing like Ancient Rome on

Earth. Travel beyond city perimeter was lorbidden ligt a long time after the war because of "monstern lurking in the badlands' waiting to pounce on unsuspections travellers. This was a reference to VBIIQUE mulaled creatures which and occasion the saccute appeared such after the way

In time. I tayer outside cities did lake place and merchants started to journey and trade. Soon they were the only people who had any reel idea of what the outside world was like. They drew maps but allowed no one else to own or use them. Seizing the apportunity the monopolised liade between all of The cities and soon became very

Strange fruits, vegetables, ornaments and weapons were moved in Irade across Dexet by land and sea City-States which Ined to trade direct with other clins were stopped by the ell-powerfull merchants. This was possible as only the merchants had many Merchants could 'discipline'

required by slapping luxury goods reaching the people. After short while, the people would revoil and a new city governor would take over One who was

happy to welcome the merchants back The prevenus Governor was usually punished by starvation, a nhabitenis as Dexet Dexet was a death thought quite suitable for his map a spy could soon put it in the

This situation continued to hanv years unfil one day in Jumpr member of the Qualoze rib nd when a minor rebellion got out militie discovered an underground cavern of vast proportions undemeath the city

Many Jeams of milita wase sent to and large amounts of relics of the old civilisation were found and brought to the surface. These included a vast library of technical books and though time had damaged many of these codes

The Quatorze city governor was 34" was formed. This was a an ambitious man who wanted to remove the stranglehold that the

erchants had imposed Despite precaulions and ecrecy word soon gol about the discoveries and the merchants Ined to prevent this one city-state from threatening their monopoly. first by stopping all I ade with it and then by sending spies in to fry

The expected reaction of the Qualarze people did not come The governor look edvantage of the hete generaled against the merchants and persuaded the Olizens to do without baseness. He promised them that they would rule lihe world. "Il il look 10 or 100 vears ' and luxuries would be Theris forever

Preparations began streight away and the next 50 years saw an unsurpassed period of social, cultural and particularly matery development In a very short pened of time. Qualorze, end then other city-status, transformed from an agricultural economy to one base on heavy industy Population increased massively due to extensive efforts of the rulers, needed workers and

Therefore rewarded large families dPolitically the type of Government was unchanged with state. The city-styles had now grown into small countries, but each country was still ignorant of

the rest of the world as maps were forbidden due to a mutual distribut of each dictator. If one had a hands of an enemy, then we would be conquered", said the

The merchants by now had gone into decime from their owns great glory. Bickering among nemselves was the couse and they sold into 34 smaller city stales Despite their quariels, then banded logether from time to time usually when one of the 16 major countries lined to invade them

As the major countries? survived to allow understanding of populations increased these ITVASIONS became more favoured and to stop it ' The legion of the permament defence force maintained by all of the 34 city

states and big enough to detect any invading army By its presence peace was kept but it was expensive to meintein and efter 25 years of peace some of the smaller cities expund that it was not needed and slopped

peying for it In I he next (ive years the 34 became the 291han the 12 and finally the legion was disbanded. al precisely the worst possible moment

After 30 years of contamment end huge population growth the 16 major countries had become an enormous bomb waiting to explode into global way. When the legion was dishanded at practicely the worst possible moment

After 30 years of conteinment and huge population growth. The 16 maior countries had become an engimpus bomb waiting to explode into global war. When the legion was disbanded the first was lit end very soon after, full scale war broke out This is where the story stops

end the game begins. You see on of the 16 countries determined to conquer and rule the rest of the world by lorge Diplomacy and backstahbung

You have lour armies and one e one man dictetorship ruling each troop trensport ship deployed

around your city. They rest of the would is unknown to you all that you know is that there are 15

jother players like yourself and £34 neutral crime Economists and millery leade have worked out that once you have expanded your country into on empire of twenty class the rest will fall into line and then YOU will

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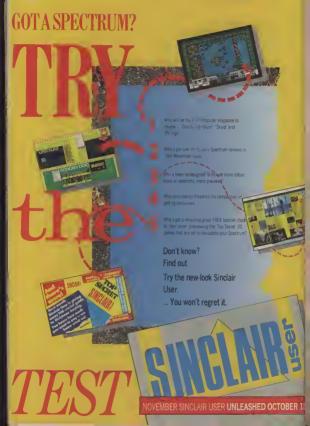
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If you would like to get in touch with any of the following British readers, please write to them c/o C+ VG and I shall pass your letters on. Otherwise, if the reader is trom overseas just write to them direct, at the saddress which follows their inter.

If anyone is interested in trading games for the Commodore 64, 128, Pet, Atan 800 or TRS 80 please write to: Frank Mignano 1357 85th St Brooklyn New York 11228

LISA

France

I am a French Spectrum owner and I would like to get in touch with someone who would like to swap software, hints, tips and pockes If you write to me, enclose a list of your games and utilities "Theory Macquet 27 rue de L'Echipuser 75010 Pans

I have a BBC computer and would be interested in swapping games, hints and tips, So please get in touch John Miller Edinburch

I own an Amstrad 464 and my whole spare time is devoted to st, so I am looking for budding for many and the sol am looking for budding Amsters who are willing to swap software and ideas So why not drop me a line c/o C+VG.

Jon Tyler

Surrey

I am an Italian reader of your magazine and I would like to get in touch with readers

O'ch and Plaus4 owners worlowde wanted 1 am an Italian boy who owns a plus/4 with tape recorder, disk drive, hundreds of games and utilities memory maps and Rom disassembly. Please with with all your information. All letters answered. Aido Borden 1 was Maiococh 19 20129 Milano Italy

I own a CBM64 and a Spectrum 48k. I would like to correspond with computer owners from all over the world. My interest lies in adventures and combat simulations.

Cemil Topuziu Cadd Dr Kazim Lakay Sok 6/9 Zeynep Apt, Giftehavuziar — Istanbul Turkey.

I own an Atari 800kJ, tape player and would like to hear from someone with typed in games on blank tape to improve my collection. I have program listings and original games, I am in dire need of adventures Philip Flordan Ireland

Please help a lonely Vic owner who is looking for some fellow users to swap games and ideas. All letters answered. Anon, Dyfed. I am a 10 year old Spectrum owner who would like an overseas pen pal. I have an interface 1, 2 and microdrive, I enjoy playing arcade games and my other interests are cricket and swimming. Please write to James Russolf 31 Hawara Road Kohumarama Arckitant 6

Kohimarama Auckland 5 New Zealand

I am a 19 year old Spectrum owner and would like to have a pen-pal of roughly the same age, who either lives here in Britain or the USA Please get in touch. P Noble Lancs

I am a 17 year old Norwegian boy who would like to get a pen pai in the UK I own a ZX Spectrum and I am a fan of all sorts of games, but most i prefer text/graphic adventures I would like to exchange hints and clues and games. Please send a letter to

Jan-ivar Hansen-Bergli PB 131 N-3482 Totte

N-3482 Tofte
Norway.

Lown an Enterprise 64 and think

it's sound and graphics are great. I would like lo get in touch with other Enterprise users John-Magnus Hopen Storassen 138 Storassen 138 Storassen 138 Sergen Norde

more next month ◀



Right, men. I'm only gonnel say this once, so pay attention. I'm Laww. I've been paying close attention to what you people have to say about the magazine, and I'm going to have to set a few of

you right. Okey, Here we go. • We that is the more intelligent members of the fair

planat) would like to reply to a latter which was in your mailbeg a counter of months certain Marr erty bleating opear that his I to that of us adv of your MBOAZIN noticed in name to inputer + Video Games' Am I not correct is assuming that an adventure

is a computer gama and desarving of just as much roo as the moronic (that meens utily) games for peabrained mortals with nothing better to do than wipe out a race of beings with a character the same as that of Sembo? Adventure gemes demand a

lot more brein power and logic poor detenceless sprite and so

owever, is that our reviews a a little more in depth and provide a few more dues ra than the outright chapts that srcade games need Pater Whight and Danne

Coldworld Eastbourne I'm always one for a hit of adventure in with the thick of it. That's me. Whenever there ere defenceless people in need of rescue, ma and the leds are atreight in there, diffueing the situation Ab, waite second What are you talking about in this part? Rambo? What's

wrong with him? I'll have you know that John and myzelf get along vary well You're right on a couple of oints, though. Adventure and etrategy almulations are just what the yours ne young people of tode need. Where would the great military tecticiene of today be

I read with interest your article on the St and the Amios The Amige has huge potential as a demai machine with superb graphics, Sound and an adequate 256K of RAM, which needn't be used as much with the apparate chips for aound and graphics. But why the huge price tag?

Suraly very few people will "fork-out" over £1,000 for a ome computer It Commodore intended the Arniga as a business computer,

then the price is correct, but here isn't any need for 4096. colours and 4 channel stereo when using an Arniga for word Do you think there is a chance of the price dropping in the next year or so? I know I for one rould DBV around £600 for an

Amige without the Monitor or disk drive. What do your other Mark Burchail

arse voida I have some edvice for Simon Healy, about ordering software overseas. Most software dealers will post software to

could take over six months to errive in Australia If any Australian is interested n ordaring softwere from England then I would have to recommend Post Hasta Software, which advertises costs on additional £2.50, but for the time saved it is well worth it. My first order cost £4 89 in postage costs and they didn't charge ma enything above the £2.50 This is what I cell excellent service. Plus the time from when I posted my letter (ear mail) to the time ! received my software was only tato we also Bruce Godfrey,

 I heve only one complaint out your excellent magazine. But first the good points Your reviews are the best and always go by them. The adventure helplina is on its own -very outstanding. The competitions are the best | could go on and on, but, now beck to the business (know your going to say "Not enother complaint about not printing think I am right





have a good enough explanation? Paul Dobet

Menchester Get this straight, gook, I didn't spand my time in the Academy spand my time in the Academy learning how to bendy words with a bunch at nampby pamb wingers. You seem to have got hold of the wrong and of the truncheon here, pel. Pege 35 in the eugust issue was an advert That's why it had the Melbourne House logo at the bottom of the page. It's one of those "Conceptuel" eds, or so

· I am e great reader of your magazine, but I em Garman so you must understand that my English is not so good that i could write a whole letter in this anguage

I'm told

Your megezine is great, but the price in Germany is 6DM. that is my whole packetmoney I have reed your Twicter offer and have sent a Euro chaqua for the correct sum But I have not received anything since. What as happened Thomas Schmidt

Big Red replies. The everso reliable System 3 has felled to deliver the goods We'll he raturning the cheques. We're very sorry about the disappointment many of our readers antifered.

Titrrriinninggg, the bell rings it's here, the last day of the month. The time has come when we have to fight for our rights. I must go quickly, run es i have never run before, fight as I have never fought. The time has come when we have to get our copy of C+VG, I'm the first, ona also has errived. I'm the one who is going to get the only copy of C+VG in 20 miles. I DID 11 I purchased it. Now, I must run very quickly and hide myself betare the rest come it's night, no-one else around, now

can go hame Whan I read what Big Red said — "The magezine for all computers" — I got mad. Do you know that in all the C+VG's that I have managed to buy, I heven't tound one single reve for my computer? So, I have written to you just to say how much I hate stupid Big Red. I think that my letter deserves a reward please, could you put at least a very ameli review for my computer, just to give me a reason to buy this stu magazine by the way my computer is a Memotech MTX nere in Portugal they sell like banones II., it's true)

Did you like my introduction? It's true I think you could sand more copies here to Portugal About the letter shall da you know that I only buy the medizing because like the way you talk about thoras

your so crezy . . . just like me. In addition to what I have already said I can say that I like the way you talk about games and I niways sursa with you I like the Bughunters Cartoon. understand it - please don't cel that you have to chenon it because of un stupid Portugese fike your listings, one problem though, It takes a lot of herd work to convert it to my omputer

laudion Filips de Silva Tereso PS Ha He He you lost with Portugal, you can't play football []

Demmit. You're obviously very werd. I think It's time to arrange e little "visit Portuge and sort out all that nonsense. Watch the skies

 I've come up with a great idea for a series of features which Why don't you do a same of stones about what's happening countries? I know you have etters from America fairly requierly but the whole world t America.

What about Australia urope, Japan and the Far Fard? bet there's tons of interesting lings going on them PS I'd like to valunteer to be he one to visit these places. fohn Painter. Great idea, kid. The entire

+VG teem ere pecking their begs right now. C+VG World Tour 1986-87, ht hea a great ring to it. But who's going to be left behind to produce the mag? Oh no. come back gnys . . . please . . . [won't be able to cope on my

have written in reply to your request for comments about whether program listings should be printed or not I enjoy the challenge of typing in a program and debugging it so that it runs correctly uccessfully debugging a program provides the same ense of achievement as solving a problem in an

 I find your reviews ratings Adventure However, once a program is finished and running, it is generally a great disappointment. This is glad you don't do it.

because action graphics games written in Basic are so slow and perky that they don't hold any interest for more than a few ninutes The answer to this problem is in the type of listing ou print. To be of env value, a

program written in Basic ahoul ot involve animation rograms requiring animated graphics should be written in achine code. The trouble with this is that it is very assy to make a mistake whan typing and it is beyond most people, including mysalf, to fix it up eftarwards. This means that in

hecksum program is essentia So please, do continua to wint listings, but matrict Resid roorams to 'thinking' gemes ather then ection gemes, and nclude mechine code non arms with checksums for the action games

outh Australia henke for your thoughts, son, You obviously put a onsiderable amount of time nto that letter Do other eadere feel that graphic action mes ere pointless in besici

Okay we lucky readers of ompeter + Video Games pot a uper pull-out poster of Big but, I am sure most e oders would want a cont ull-out poster of Melisse igh) As you sometimes look o great in Ideas Central All my rands would like a pull out ant poster

Wa will you plause, pleusa case, grovel, grovel, grovel y and have one for us either xt month or the month after My well will be waiting for the arrival of Melessa's poster — all of us in Hull will be waiting! ett Auniey

Come on, man! Keep a stiff upper lip. All that salvelling ran't going to get you

Lats of people have been saying the same sort of thing. though And, elthough I thought Big Red looked ter more impressive in a combat situation than Malissa ever could, I'll talk to my superiors, fetcalfe, St. John and Kennedy, and see what I can

pot on! Although your myiny are sometimes short they are still very informative. A whole two pages is not necessary ar very unfair to other titles. I'm

Other parts of your mag are also first rete. Like the new film releases "A waste of space," (haar the musses cry! Not so. If the film is a hit someone is bound to make a game of it.

Henny Buthday Good to heer someone heagot good teste at last But the Ed savs to watch out tor our new ook reviews section coming your way as from next issue ope to have a starring role in a new police training film by the

way

When X died in the August
ssue I laughed. "Those people at IDEAS can do enything. He'll be back next usus." Now I am Nowlam crying my eyes out Please IDEAS bring him back

One more thing is bothering me Are the C+VG teem REAL? I would dearly love to see you all would dearly love to see you a especially that "pretty little thing" Lealy Walker and the goregous M. Ravenflame The demise of X was tough on ell ueBug Huntera, Kid He was a strong silent type like me. But there's no hope for the old boy even IDEAS tobo-surgeons couldn't save him. And enywey

the cruel and heartless lervy refuses to draw him any more His head now reats on Jackson Kelliber's bedeude table where he uses it as a reading lemp And yes the C+VG crev are all too real as can be seen in the photo at the tront of this isane I'd arrest them if I had my way .

 I om a great fan of your game Bat Man I'm eight years old and because I have Lenkeamia ometimes have to stey at ome if there is eighness at school. When I have done all of my homework I like to play or

my computer or my dads PCW which has Bat Man, I've spant a long time playing the game and and I slways get stuck on levels 6, 7, 8. Please could you help me get the batmobile part and return to the other levels, elso if there are any other clues that could help me I would be very nleased

Officer Revenutris Musevall Hill ondon

Come on you 'orrible tipsters! Get your digits out and help Oliver solve his Bet problems! He's used C+VG's Bat Map to the tall but he still needs a helping hend. My old friend Betmen is ont of Gothern City on holiday in Trensylvania ri now so he can't help But YOU can, Or I'll want to know why.

MAKE YOUR

Yes, you too can make your own cuddly Alien creature! Be the envy of all your friends! Scare your family out of their socks! Thanks to model maker Gary Ward we can present C+VG's very own monster construction kit. And there's not a squeezy hottle or hit of sticky back plastic in sight. Now, over to Uncle Gary...



4 | Plast sections electic may be modellest clay and



6. Casting the mask in lates is the cusy part. Forter part is mared to be get the hance desired colour. notally a flesh trans but in the case of a blanches. The later is passed in to the month, conduct the have copie are amough in make quate a thick mask.



our side of the head first and then werkens so the between the plantions and a scalpting locality give anytexture in the "star", a resolved more natural account-



The ward solled from its model Tale has be agricied ever its paper surface to sign it effect speller. Next it's cleaned with a detergent and on



4-1 The finaled projeture. Both made from any scryle modeling material lates been married into the muss and "ribbed indust" — as Alex tradamark — latin from castrage of real labing have been bleaded a with the planteese is given the creating als "ho-moriations" appearance. The large want pipe on the Actions was trail from a gra-serve connecting page in the financial manual force and page in an arriver connecting to the distance manual Activity paints in an electric continues on the the mank to acid colours and depth. The Aligns is manually the mast to the course on separate the same black, but to make a lattle more interesting I used a variety of grey tones around the grew and need forme cherks. The testh are refitted in their saches and



allows you to raise the thickness of the mould as a

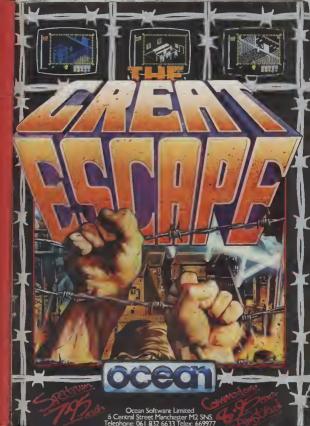




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